

POKÉMON!
New monsters & latest pics inside!



N64

M A G A Z I N E

ASK SHIGSY

Dolphin, Metroid, Mario 2 – your questions answered! **p48**

BANJO-TOOIE

First EVER screenshots plus info inside! **p8**

DONKEY KONG 64

More golden bananas in our top secret tips! **p35**

SOUTH PARK RALLY

Reviewed! Fantastic deathmatch karting! **p54**

If your free Double Game Guide + is missing have a word with your newsagent!



ZELDA GAIDEN

Everything you need to know about this amazing sequel! **p44**

PLUS!

planet **GAME BOY**
The original and best Game Boy mag inside! **p23**



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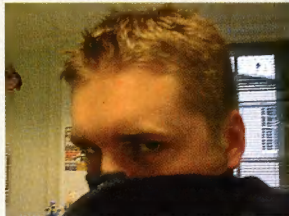
ISSUE **38**

The sun
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hip hip hi
the sun
his hat
Resident
out on N

has got
at on,
hooray,
has got
on and
Evil 2 is
64 today.

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Issue 38, February 2000



Think Link...

Phev. Just as we were sending this game-packed February issue to the printers, Rare – out of the blue, mind – emailed us the first ever shots of *Banjo-Tooie*, their massively anticipated, but little seen, follow-up to the phenomenally good *Banjo-Kazooie*. And, jeesh, is it ever looking good. Just have a gander at page 8's Future Look to see why.

And that was merely the icing on a pretty tasty cake. Before those 'no comment' specialists up at Twycross had even arrived on the scene, we'd already pieced together the most comprehensive guide to *Zelda Gaiden* the world has ever seen, as well as a staggering 22 pages of tips, including the second part of our stonkingly huge *DK64* banana guide.

Add to that hefty reviews of the fabulous *South Park Rally* and – most surprising of all – the tre-flippin'-mendous *Top Gear Rally 2* and you'd be well within your rights not to expect things to get any better.

But you'd be wrong. Almost too good to be true is our Shigsy Miyamoto interview on page 48, where Nintendo's master games genius exclusively answers your questions about Dolphin, *Metroid* and *Mario 2*. It simply doesn't get better...

Have a great month!

Tim Weaver
Editor

Next issue on sale
Monday 21st February

To find out why it's going to be fantastic jump to

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Drac's back! Get the 'skinny' here.

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.



N64 MAGAZINE FUTURE LOOK

Your first look at the **BIG** new N64 games!

Starts on page **6**



BANJO-TOOIE

First EVER shots of Rare's bear-bird super-sequel! Don't miss out!



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The ultimate reader service.

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Ask Shiggy!

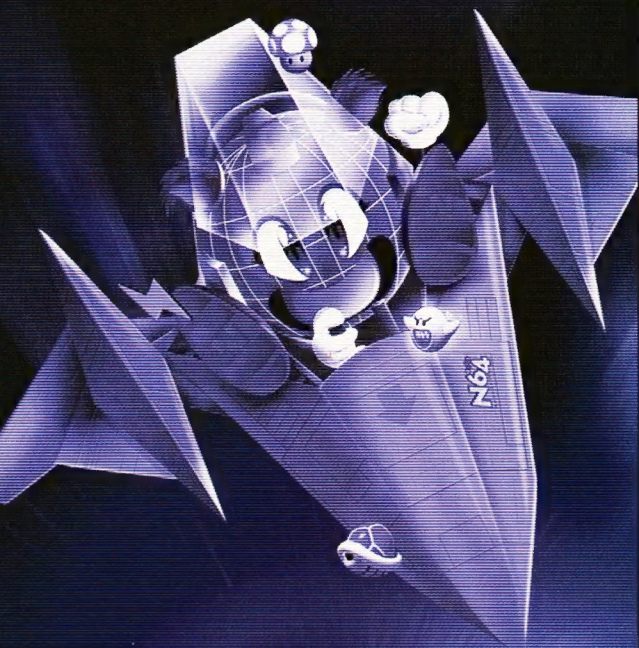
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The Past Show

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Flip to page **122** for a full index of this month's contents! **GO! GO!**



N64
MAGAZINE

FUTURE

LOOK

Your first look at the **BIG** new N64 games!

this month

RIDGE RACER 64 **6**
New shots and info!

POKÉMON STADIUM **8**
First play of English-language version!

WANT MORE NEW GAMES?
Check out the **Coming Soon** section of Planet 64 on page 14!

GO!
GO!

6 N64 Issue 38

For this, their first N64 game, Nintendo of America's NST studios couldn't have chosen a bigger license to take on. With original *Ridge Racer* developers Namco passing up development duties (there's still a bit of an unresolved 'situation' between the *Tekken* developers and Nintendo), NST have been given the not inconsiderable task of recreating the stonking brilliance of all four PlayStation *Ridge Racer* games on the N64.

An impossible job, perhaps, but with *Ridge Racer 64*, NST are well on their way to concocting, if not the definitive game in the series, then certainly a slick slice of racing fun.

Combining the tracks from the original *Ridge* game and its sequel *Revolution*, *RR64* also adds three of its own courses, created by NST entirely from scratch. Sounds like plenty? Weeeeeell, sort of. The original game had just the one track with three 'variations' of path and *Revolution* was similarly structured. So, *technically*, *RR64* will only provide five proper courses. However, the three different routes on each course mean Nintendo will champion *RR64* as having 15 tracks – five courses



△ Looks nice, eh? Yooouu bet it does. NST have spent months perfecting the visual detail.

with three different variations of route on each. Not quite as impressive as *World Driver's 30* or this month's *Top Gear Rally 2* and its infinite amount, but chuck in reverse tracks and a mirror mode and options start to mount up.

RIDGE



△ If we have one complaint, it would be that the cars look a little flat.

▶ Complete parts of the one-player game and you can access cars in multiplayer.

INFO BURST

RIDGE RACER 64

FROM: **Nintendo**
CART SIZE: **128Mbit**
HOW MANY PLAYERS: **1-4**
CONTROLLER PAK: **No**
EXPANSION PAK: **No**
RUMBLE PAK: **Yes**
TRANSFER PAK: **No**

WHEN'S IT OUT?

USA: **Feb** UK: **April** JPN: **Now**

ANTICIPATION RATING



△ *Ridge Racer* was the first game to include a rear-view mirror.



◁ Waterfalls. Nice touch, that. Plenty to see, here.

▶ The two-player mode is a whole lot of fun.


▽ One of the sections that wasn't accessible on the PlayStation. Gives you a warm feeling, eh?



NST have also come up with an interesting additional feature. Areas that could be seen but weren't accessible in the first two PlayStation Ridge games, can now be entered with RR64. These will include farm tracks, mountain passes, narrow city streets and more.

Vehicles-wise, RR64 includes 20 'machines', though only four are available from the outset. Like *Multi-Racing Championship*, you can view your default cars, and potential buys, in a garage

With a top grade four-player mode and a super-smooth frame rate, the only downside for RR64 could be its slightly suspect handling. Certainly, in early versions of the game, the way the car swang across the track at the merest hint of an analogue push was distinctly uninspiring – and the fact that you can't stray from the road (you're just shunted back onto the track), makes things even less realistic. That said,

LIFESPAN  **RR64 has an interesting feature where areas that weren't accessible in the first two PlayStation games can now be entered.**

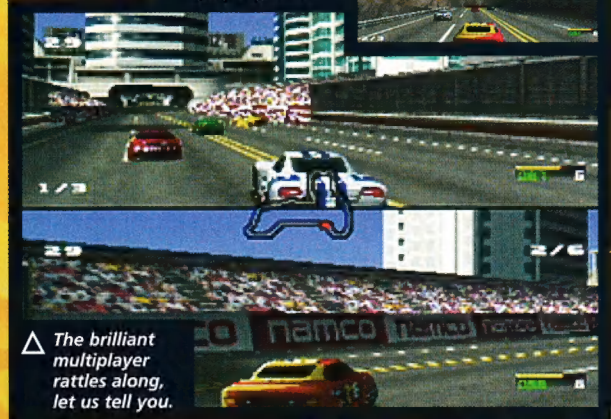
system, flipping between each vehicle as you fancy. Only after clocking up a handful of top three finishes can you start to shop around, though serious money only crops up with consistent podium places. However, the wait for better cars is definitely worth it.

this is definitely the area NST are concentrating their efforts on in the last months of development.

So, come April, we could easily have another cracking N64 racer...



There are six other opponents to race against in RR64's two-player game.



The brilliant multiplayer rattles along, let us tell you.

RACER 64

wheels of fortune

TIME 14
RECORD 1'05"754
TOTAL 2'19"104

RANK 08
LAP TIME 1'14"700

396 mph

There's a great feeling of speed, but can the handling do the business?

There are 20 cars to choose from and you can view them all in the game's garage system.

There's plenty of opportunity to shunt your opponents.

TIME 41
RECORD 1'05"754
TOTAL 4'18"755

RANK 10
LAP TIME 1'14"700

The best way to play Ridge Racer – first person. Fast and accurate.

Can RR64's four-player compete with TGR 2 and Roadsters? Can it?

This was a top track in the first Ridge Racer game. It's even better now.

TIME 45
RECORD 1'05"754
TOTAL 4'30"765

RANK 04
LAP TIME 1'08"130
TOTAL 0'32"433

342 mph

TO BE CONTINUED... We'll have a review of Ridge Racer 64 in a couple of months time.

FIRST EVER SHOTS OF RARE'S SEQUEL TO BANJO-KAZOOIE!



An underwater section, à la Donkey Kong 64. Very pretty indeed.

The scale of the new levels is vast. Just look at that!

New abilities include this wall-scaling sucker-walk.

It's good to see that Banjo can still fly with the help of Kazooie.



Let's hope Kazooie didn't lay this egg. It's too painful to think about...

A superb-looking handcart race, against what appears to be a huge golden bird.



Just check out those colourful fairy lights – it all looks amazing.



BANJO- bear essentials

INFO BURST	
BANJO-TOOIE	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
	Mid 2000 everywhere
ANTICIPATION RATING	

Just as we were finishing the magazine this month – approximately 24 hours before deadline, in fact – we were sent the very first, never-before-seen shots of *Banjo-Tooie*. Needless to say, we were all very excited indeed, and managed – just about! – to squeeze them into this issue. Because this, the sequel to 1998's storming *Banjo-Kazooie*, has long been talked about but never seen. Until now, that is.

Just from these few screenshots it's clear to see that *Banjo-Tooie* is a big advancement on its predecessor, which itself was a stunning slice of 3D adventuring. Most interestingly, Banjo and bird-pal Kazooie can now split up and act independently – you'll still need to use them both linked together to learn a whole host of new moves, but the two characters can separate and learn tonnes of extra abilities, opening up vast, previously inaccessible areas.

You'll be seeing eight, all-new, graphically stunning worlds, each loaded with superb lighting effects and textures – from these shots it looks as if they could even be a step up from *Donkey Kong 64*'s. There'll also be mini-games to play – according to Rare "at least one per world"; some all-new characters to interact with, along with all the old favourites; a clutch of truly massive boss characters (just check out that huge golden statue and the Pterodactyl!), and even the

VISUALS You'll be seeing eight, all-new, graphically stunning worlds, each loaded with superb lighting effects and textures.

chance to play as Mumbo Jumbo, who now makes an appearance as a controllable character. Banjo will be able to transform into some never-before seen characters too. In these



△ Look! Here Banjo's been turned into a giant T-Rex! And it all looks very like Jurassic Park.



△ Looks like Banjo's been turned into a submarine, here. And look at the size of that octopus!

▽ Yes, this time around you can even play as Mumbo Jumbo. Aces!



△ A huge lava-dwelling end-of-level boss. Looking 'armless' here - hah!
 ◁ Can this huge Pterodactyl be a boss? Let's hope not. It's blimmin' huge.



TOOIE

shots he appears as, bizarrely, a submarine, and could that be the T-Rex Mumbo talked about in *Banjo-Kazooie*?

Don't forget that you'll also be able to access the secret areas that cropped up in *Banjo-Kazooie*, such as the ice key room in Wozza's Cave - we imagine it'll work via some kind of top-secret password. There's also going to be several four-player multiplayer modes.

So, plenty to get excited about, then, and another brilliant game to add to this year's stunning roster of N64 titles. In fact, the only worry we've got is that we've been so spoilt by *Donkey Kong 64*; Rare are certainly going to have their work cut out making this game sufficiently different from their latest blockbusting platformer. But still - we just know this is going to be blinding and we can hardly wait for the typically vague 'mid-2000' release date. Stay tuned for more details. Booyakka!



◁ This massive golden giant guards the ziggurat in this level. Scary, isn't he?

▽ The green water doesn't look too inviting.



TO BE CONTINUED... We'll have more details on *Banjo-Toorie* in the next issue. Oh, yes we will.



PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMPTO



RETROWORLD p12

NEW GOODS p13

N64 QUIZ p12

PREVIEWS p14

Nintendo speak about Dolphin!



△ Nintendo's Japanese HQ in Kyoto. Yesterday.

Development kits are already out there according to America...

Whilst we've yet to see anything concrete of Dolphin – the earliest we can hope to see the games will be at August's Spaceworld, or maybe, fingers crossed, at May's E3 show – those in the know are waxing lyrical over its abilities.

And one of those people who definitely knows about Dolphin is Jim Merrick, Nintendo's Software Engineering Manager. Talking to N64 Magazine's sister website, IGN64, Merrick spoke about Dolphin and the N64, and what the future holds for both of them.

'We have a number of developers – first, second and third-party – currently working on Dolphin,' explained Merrick, when asked whether developers had even received specs for Dolphin. 'They've received materials from us,' he confirmed, 'and one of the things that Nintendo is really focusing on is ease of development. We want the

Dolphin system to be easy to write for.' This echoes perfectly Shigeru Miyamoto's own hopes for Dolphin (see page 48 for the full interview). 'You've seen announcements about the tools that we're using,' says Merrick. 'We're using some of the same stuff on N64 today. We're a lot more serious about supporting developers, getting the tools out there and keeping them at a reasonable cost.'

It seems that Dolphin software development is actually far more advanced than was previously thought, which can only be good news as far as last month's announcement from Hiroshi Yamauchi, Chairman of Nintendo, that Dolphin would make a Christmas 2000 release. 'Our official schedule – internally and externally – is holiday 2000,' commented Merrick. 'I don't really have any other date to work from.'

Merrick also had some interesting thoughts as to how Dolphin would

compare to PlayStation 2. 'I expect Dolphin to exceed PS2's performance in every measure,' he trumpeted confidently. 'We can argue polygons and textures and all that sort of stuff, (but) it doesn't really matter. PS2 is a very powerful system and I am sure, as I know a lot of developers that are working on it, that there are going to be some great games for it. (But) I think that the Dolphin system will have areas that are noticeably stronger and there are going to be areas where the two systems are virtually interchangeable. It comes down to the games.'

As for the immediate future, Merrick hinted at several, as-yet-undisclosed N64 games scheduled for

release in 2000: 'There are some big titles for 2000 that you're aware of, and there are some other things in the hopper as well.' We'd bet on a secret Rare game (those rumours keep persisting about *Killer Instinct 3*, remember) and maybe – just maybe – that *Metroid* update. 'The N64 is a very elegant design,' says Merrick. 'It allows for so much flexibility, and we haven't reached the maximum potential of the machine yet.'





POKÉSEARCH
Pokémon... is the number one 'word' on internet search engines.
 More people tap in 'Pokémon' as their search word now than previous favourites 'Britney Spears naked', 'Pamela Anderson naked', 'Gillian Anderson naked', 'Spice Girls naked', 'MP3', and 'Jennifer Lopez naked'.



NAZIMON
Pokémon... are nazis!
 After buying a \$6 Japan-only special edition trading card set, an eleven-year-old in America was horrified to find that Red and Blue characters Golbat and Ditto were brandishing swastikas. In fact, they were displaying the Japanese 'manji' sign, identical to the Nazi emblem, and a symbol of good fortune in the Far East for centuries. Nintendo of America decided to pull the cards from the shelves, anyway.

RICHACHU!
Pokémon... have helped hordes of American Burger King regulars to make thousands of unexpected dollars.
 Cunning Yanks have snapped up the free Pokémon toy and trading card that comes with a Kid's Meal, or paid \$1.99 for a '23-carat' gold-plated limited edition trading card, then sold all 57 Pokémon toys to trading website eBay for as much as \$1700! Sooooo, that's \$1700 - 57 Kid's Meals = \$1586.57 profit!

UNDER THE COUNTER
Pokémon... meant the 'Peds' had to stay behind after school this month, as an illegal counterfeit ring was exposed in New Jersey.
 The FBI raided three warehouses where \$500,000 worth of fake Pokémon cards were being manufactured. They arrested 13 people in the process.



Dolphin home cinema?

Will Dolphin also be able to play DVD movies?

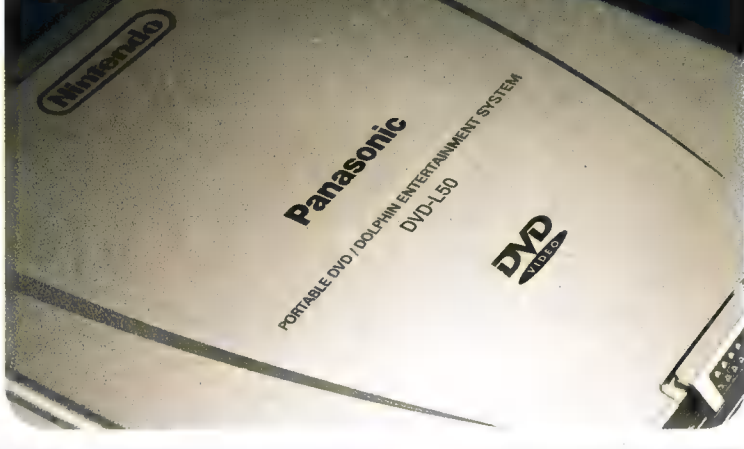
With PlayStation 2 definitely coming as a DVD player/console combo, some hefty pressure seems to be mounting on Nintendo to do likewise with Dolphin. But, Ninty are standing their ground, stating that they want to see whether people really fancy the idea of a higher-priced piece of all-in-one home entertainment over a cheaper standalone console.



Nintendo confirmed that they and development partner Matsushita, would still launch a movie-playing version of Dolphin in Japan, but they'd also launch a

games-only version alongside it - and it'll be this version of Dolphin that America, Britain and the rest of the world also gets.

'(We're) going to do it in Japan first and see what happens,' confirmed Jim Merrick, Nintendo's Software Engineering Manager, when asked whether the rest of the world would get the movie-playing Dolphin. 'We don't know what the market is for that type of hybrid device, so we'll wait and see. We're going to get the system out there, we're going to get a big market share as a videogame console and you know, if we can do something after that, great.'

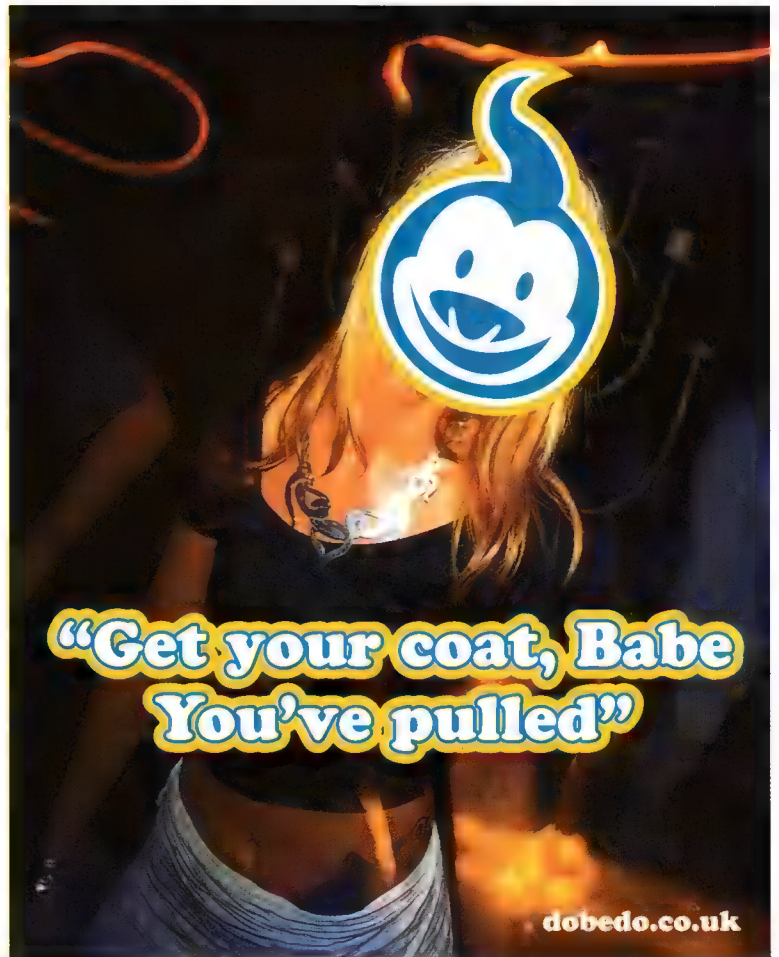
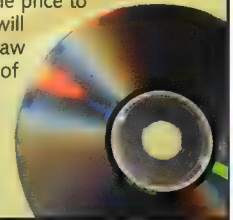


DOLPHIN SPEAK!

The second in our monthly guide to overly complicated Dolphin jargon...

No.2: DVD

With around seven times the amount of storage space as a normal CD, Digital Versatile Discs, or DVDs, are the format Nintendo have opted for with Dolphin, instead of their long-favoured cartridge system. Understandable, perhaps, when you consider that DVD offers 25 times as much space as a cart, and costs about a tenth of the price to manufacture. The decision to go with DVD, then, will appeal much more to third-party developers who saw cartridge as high-risk, and it will also give the likes of Nintendo and Rare stacks of extra space to dabble with. There will be slight load times, but the possibilities on DVD are endless, especially as a special edition Dolphin will allow players to watch DVD movies on the machine as well.



**"Get your coat, Babe
 You've pulled"**

GRAND THEFT MON-O
 Pokémon... are responsible for the theft of about \$200 worth of trading cards from a Mobil petrol station in the fantastically-named Seminole County, Florida. A couple walked into the station

after parking their car, and while the crafty woman kept the clerk talking, her bloke shovelled two hundred dollars worth (that's about £300) of Pokémon trading cards into his coat. The perfect crime? Unfortunately, no. It was all caught on the station's CCTV cameras.



RETROWORLD

Mark Green glances back at another game from days gone by...

GAUNTLET Arcade • 1985

"Welcome!" boomed a bass-heavy voice from the arcade cabinet's primitive speaker, and a legend was born. *Gauntlet* transformed the



geeky pursuit of Dungeons & Dragons into an action-packed, four-player maze game, and proved one of the biggest coin-gobblers since *Pac-Man*.

After giving up your 10p, your stereotypical role-playing character (Warrior, Wizard, Elf or female Valkyrie) was dumped into a maze stuffed with ghosts, goblins, fireball-spitting demons and worryingly small elves. It was easy to become swamped – opening a door would usually unleash a tidal wave of spooks – but Mr Bass was always on hand to warn you of your depleting health. "Wizard is about to die," he'd offer, forlornly.

The main reason for the bulging coin-slot of the *Gauntlet* machine, though, was its multiplayer feature. The 'deluxe' cabinet came with four sets of joysticks and fire buttons, giving a quartet of friends the chance to tread the murky dungeons together. It led to some beautiful co-operative moments, with Warriors protecting weak Wizards, Elves using their speed to nip in and grab keys while the others held ogres at bay, and multiple players joining forces to destroy monster-hatching generators. Touching.

Naturally, there were arguments, too. With each player's health slowly ticking away, stumbling upon plates of meat or flagons of ale led to a greedy race for the goods – making it all the more satisfying when a selfish player unwittingly quaffed a poisoned drink. Similarly, the appearance of Death – who'd sprint towards players pointing his evil health-sucking finger – created plenty of "No, you first, *I insist*," moments.

Midway's recent N64 update of the game, *Gauntlet Legends*, re-created the frantic co-operative battles of Atari's original surprisingly well, and it marked a triumphant return for 'the voice'. Room-shudderingly good fun.

Top 5 Retro Updates

- The N64 versions of classic games that we're most looking forward to...
- 1 NAMCO MUSEUM** *Five classic arcade games – including Pac Man and Galaga – wrapped up in one cart.*
Namco • Spring
 - 2 BATTLEZONE** *Successful PC interpretation of the old-skool wireframe tank battler, brought to the N64.*
Activision • Spring
 - 3 EXCITEBIKE 64** *Leftfield-developed dirt track racer, as seen on the NES all those years ago.*
Nintendo • Spring
 - 4 ASTEROIDS** *Atari's seminal rock-blaster dragged into 3D, courtesy of Robotron 64 developers, Crave.*
Activision • Spring
 - 5 MS PAC-MAN Maze Madness** *A brand new 3D game to tie in with the original Pac Man's 20th.*
Namco • Autumn

The N64 Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

With a few fumbled sums this month, we found out what £50 could buy: a Shania Twain CD and poster set for £15, a copy of *The Matrix* for £10, a guinea pig from the pet shop for £13, and a set of Pokémon figures. *That's* spending. And, wouldn't you know it, you can do exactly the same as N64's bumper quiz rolls into town again, with 50 smackers waiting to be won.

- 1 Which game, this month, is being developed by NST?
- 2 What does the Emaciator do to you in *Turok: Rage Wars*?
- 3 What won't Mario be doing when he arrives on *Dolphin*?
- 4 Name three of the masks in *Zelda Gaiden*.
- 5 How many characters are there in *South Park Rally*?
- 6 'Wonderful farming RPG.' Which game would that be, then?
- 7 How many bananas does our DK64 guide show you how to get this month?
- 8 A Lotta Bottle. Where?
- 9 What console was *Hotel Mario* on?
- 10 *Psygnosis*. Name their only N64 game.

HOW TO ENTER It's simpler than Kittsy as he shambles into the office in the morning. Send the form to:
Good Golly Quiz Folly: Feb of Intrigue, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

- Rules**
1. The closing date for entries is 21st February.
 2. Employees of Futty Publications can't enter.
 3. The winning entry will be the first plucked from Mark's sniffly nose.
 4. The Editor's decision will be final, and also accompanied by an 'amusing' quip.
 5. 'Jack, you're my number one guy. And I...'

Last month's winner was:
 Troy Taggart, Gloucester

The N64 Quiz My answers are as follows:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Good, no? Oh, and you'll probably be wanting this too...

Name _____ Address _____

Postcode _____

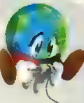
N64/38

NEW GOODS

in association with



Call them on: 01993 844885



SUPER MARIO KART KEYCHAIN

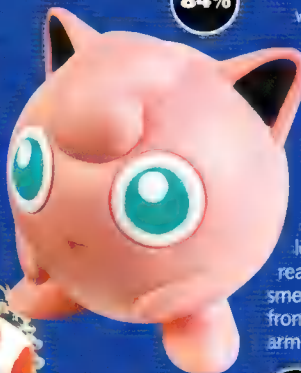
Wicked Ware • £3.99 • 01993 844885
Following on from the nostalgia-inducing watches in N64/36, which were tied in to the original SNES Mario Kart, here are the associated keyrings. They're splendidly made – even the little notches on Mario and Luigi's gloves have been painstakingly daubed on – and proved strong enough to hold even Tim's special set of 'Editor Keys'. Additionally, the picture on the box is a handy reminder of what DK used to look like before Rare got their hands on him, i.e. better.

80%

POKÉMON STRESS TOY

Hasbro • £7 • 0181 569 1234
Squeeze him, punch him, jump up and down on his big doe eyes; this Jigglypuff always returns to his original shape. In fact, that's not quite true, as our stress toy is already coming apart at the seams, threatening to spill its squeezable intestines all over the desk. Still, it's a genuine stress reliever while it lasts – unless you happen to knock a cabinet full of CDs flying while you're chucking it around the office. Like we did.

84%



POKÉMON T-SHIRTS

Wicked Ware • £9.99 • 01993 844885
A teensy tiny pair of T-shirts for the younger Pokémon fans in your family, and they're not bad at all. Neatly coming in both Red and Blue versions, the Red shirt features the usual cartoony-style shot of Ash and friends scampering about,

while the Blue is a nicely-shaded collection of Pocket Monsters. Sadly, the orientation of Pikachu makes his slightly worried expression look like a reaction to the smell emanating from your armpit.

75%



POKÉMON POKÉDEX

Tiger Electronics • £21.99 • 01423 501151

"An invaluable tool for the serious Pokémon trainer," claims the back of the box. Well, no. When you consider that all the information in this primitive electronic toy is already contained in the Game Boy game itself, it's actually "a worthless piece of tat for people with more money than sense". The Game & Watch-style display – capable of fitting up to five letters across the screen – is laughable, and the Pokémon 'animations' are inept.

55%



DONKEY KONG FAMILY BEANS

Wicked Ware • £8.99 • 01993 844885

The rock-hard plastic faces don't make these apes particularly comfortable bedfellows, but, as cute-looking versions of DK64's simian stars, they're practically flawless. We're particularly fond of Cranky's wisps of chin hair, which we've found ourselves absent-mindedly stroking at all hours of the day. Having said that, Funky's horse-like set of teeth and questionable chest area are the stuff of nightmares.

88%

DONKEY KONG FIGURES

Wicked Ware • £9.99-£11.99 • 01993 844885

Just in time for Donkey Kong 64's release come these nifty, fully twistable figurines. Funky Kong's ability to stand on a plastic skateboard is fairly underwhelming, but Donkey's desk-swinging manoeuvres and Diddy's spring-powered banana-chucking antics are top notch. The faces aren't quite right – Donkey Kong has eyes that bore into our very soul – but, otherwise, they're a slice of monkey magic and no mistake.

90%



WIN!

DONKEY KONG FIGURES



Much as we love monkeys, we really don't want hordes of them cluttering up our office, swinging from the ceiling fans and drinking all the PG Tips. So, by answering one oh-so-simple question, you could own one of these splendid DK64 action figures. And here's the question in question:

Who starred in the classic monkey-based movie, Planet of the Apes?

Answers on the back of a postcard to: Couldn't Give A Monkey's Competition N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW To reach us no later than 25th February. Yay!





PLANET 64 COMING SOON

Updating you on the N64 games of the future

QUICK JUMP TO



RENEGADE RACERS

TAZ EXPRESS

EAR TO THE GROUND

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

So Kirby can 'absorb' abilities, can he?

Yep. All the enemies in the game have their own particular skill – Kirby can 'steal' them all, and you can then create 'combos' of abilities, a bit like the 5-gun weapon selection system in Turok: Rage Wars.

And what use does this have?

Well, certain mixes of abilities will allow you to access new levels, so there's a vast tactical element to Kirby's Dreamland 64. You'll need to think a lot about which abilities you equip yourself with.

Gosh. Anything else?

Well, there's no news as yet of any multiplayer modes, but the game will support the expansion pak, and is currently running in a silky smooth hi-res mode.

INFO BURST

KIRBY'S DREAMLAND 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
Summer	Spring
ANTICIPATION RATING	

Kirby's Dreamland 64

A happy, puffed-up pink to the past!

Ah, Kirby. It's good to have him back, even if he is – apparently – only eight inches tall. Since the non-appearance of the ill-fated Kirby's Air Ride, we've only seen the pink ball of puffiness – N64-wise – in *Smash Bros* (where he's distinguished himself as the expert's choice of character).

But he's bounced back in a big way, as shown by the upcoming Kirby's Dreamland 64. Primarily a 2D platformer in the style of Yoshi's Story, KD64, strangely, also has beautiful 3D backgrounds that spread waaaaay into the background, but the main thrust of the game remains essentially the same as its SNES predecessors.

With Kirby's ability to suck in enemies and absorb their powers, the possibilities are staggering: you can mix n' match stolen abilities to your heart's content – and certain combinations of abilities will help you make it through the game. You can also use opponents' weapons, of which there are over 20!

Plenty to do, then. And we'll be seeing it all in the summer, when the game's released in Japan.



Remember, the great bit about Kirby is that you can absorb other abilities.



The odd 2D-in-3D levels make for interesting viewing.



Notice the head-bashing boxes? Look familiar? Kirby plays a bit like old Mazza.

Definitely could have done without the hefty health bar at the bottom.



It doesn't look amazing for a lot of the time – then it does this. Mwww



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



Daikatana

New shots of Kemco's Quake-beater!

The PC version of *Daikatana* has been in development for several years now, and should – finally – be in the shops by the time you read this. Having been developed by John Romero – one of the brains behind *Doom* and *Quake* – it's looking pretty darn sweet. And the good news is that the N64 version isn't far behind – and is looking very promising indeed.

Essentially a first-person shooter in the mould of *Turok*, *Daikatana* looks set to offer a whole lot more than simple switch-pulling and gunplay. There's echoes of an RPG in here – certain attributes can be built up – and there are

three different characters to choose from (one of whom – Hiro Miyamoto – is named after everyone's favourite game design genius).

The plot of the game is fairly unique too, seeing you travel through four different time zones, via the titular *Daikatana* (an ancient sword with mysterious powers), in order to track down a renegade scientist. Each time zone has weaponry specific to that era, and there's also an astonishing 80 – yes, 80 – types of enemy to slaughter.

Daikatana is currently on course for an Easter release, so expect a review in the next couple of months.



Q & A

- Tell me more about the RPG elements.**
Well, each character can build their strength, speed, agility and so on by killing enemies and acquiring items and weapons. You can choose to spend experience points on whichever abilities you like, thus making yourself more powerful in the areas you fancy being stronger in.
- Nice. And what about the weapons?**
Well, there are over 25 all told, including the various time zone-specific weapons (such as ancient greek swords and more mystical technology).



- How many time zones are there?**
Four: 25th Century Japan, Ancient Greece, Viking Norway and 21st Century San Francisco. You'll also find different climates and weather conditions, which change as you play, from snow and rain to full-on thunderstorms.

- Anything else?**
Well, there's no news as yet of any multiplayer modes, but the game will support the expansion pak, and is currently running in a sweet hi-res mode. Lovely.

INFO BURST

DAIKATANA	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
April	TBA
ANTICIPATION RATING	

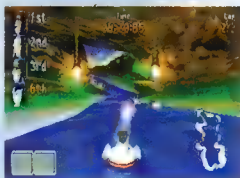


Q & A

It looks a bit, well, PlayStation-ey?
 Yep. You can put that down to the fact that it's in the middle of being converted from the slightly more advanced PlayStation version, so those trademark N64 textures haven't yet been applied. Rest assured though, the final version should look about a hundred times better.

A hundred, eh? Well, ten.

So, what are the tracks like?
 Not massively inventive visually – icy, jungle, town, that sort of thing – but the ability to take to a variety of surfaces means there's the opportunity for track branching and multiple routes. It also means weapons adapt to whichever surface you're racing on.



Neat. What are the characters like?
 Um, you know, okay. There are 12 in all and they hark from different parts of the world. There's an American, a Brit, a Russian, a Jamaican and a Transylvanian (reckon he could be a vampire?). They're all human, but they're stylised and cartoony.

INFO BURST

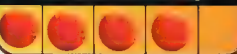
RENEGADE RACERS

FROM:	Interplay
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?



ANTICIPATION RATING



Renegade Racers

Slack DKR take-off or rip-roaring Rare-smasher? Find out here first...

Out of the blue this month comes this quirky DKR-style racer from catchily-named developer Promethean Design (previously responsible for, er... oh, nothing). A cross between Mazza Kart's cleverly structured power-up racing and Rare's multi-animaled adventure thing, *Renegade Racers* is scheduled for a Springtime release – and it's looking pretty sweet.

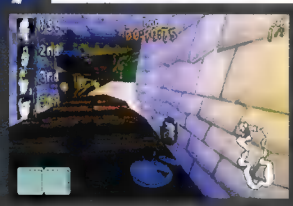
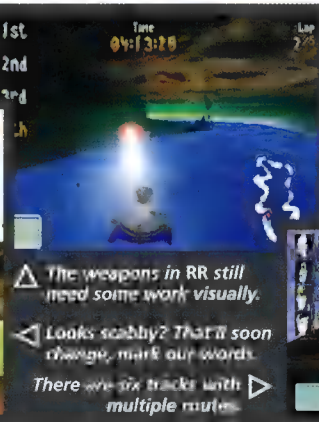
After some instantly forgettable hogwash about racers from around the

world travelling to compete against billionaire, erm, Buck Billionaire because 'they're renegades in their chosen professions' (whatever the hell that means), *Renegade Racers* is basically a solid rip-off of Nintendo and Rare's efforts. Most probably it won't come within a hundred miles of either but, as an alternative, the game offers some

surprisingly fine entertainment, with smooth handling, good-looking courses, funky character design and some inventive weaponry.

Like DKR, *Renegade Racers* doesn't just restrict you to concrete, with your multi-faceted vehicles capable of crossing a variety of terrains including water and angled slopes (in this way it's slightly similar to the otherwise duff *Penny Racers*). This makes for an interesting multiplayer option, as does the eight-player round robin tournament specifically created for the game, where, with a switch of joypads, you can hammer up to seven friends.

It's still a little way from completion, but *Renegade Racers* is already looking like fun. Could this be the *Snowboard Kids*-like surprise of 2000? We'll have a full review very soon... **N**



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Q & A

'Dynamic landscape', eh?
 Yep. In theory it sounds fantastic, and it certainly seems to work well enough in the latest version. But, slightly worryingly, Zed Two summed up their own game by saying, 'the gameplay is novel, if not quite unique'. So maybe it's not as revolutionary as we'd like.



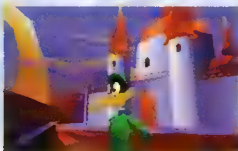
Are there other Looney Tunes characters?
 A whole bunch. During a brief spell, we saw Wile E. Coyote, Yosemite Sam and Marvin the Martian, plus She-Devil, who forces Taz into becoming a delivery boy in the first place.

How many levels are there?
 A staggering 42, spread across seven distinct worlds.



Jeepers.
 Yep. And the character traits things means there'll be a new set of problems each time you play.

Sounds pretty clever.
 Certainly does. We're not sure that, in practice, it makes Duck Dodgers any different from your normal 3D adventure, but we'll hold judgement until the final version arrives.



Taz Express

A crispy-edged devil of a game...

After witnessing a decidedly dodgy early version at London's ECTS games show in September, *Taz Express* seems to be finally showing some promise. You could argue that it probably

should after a hefty 19 months in development, but *Wetrix* developer Zed Two believe their 3D Looney Tunes adventure offers a little more than your average *Mario* clone.

Viewed from an unusual top down perspective, *Taz Express* sees the ker-razy devil from *Down Under* taking up a job as a courier boy, with the task of safely delivering a series of ACME packages across the game's 30-odd levels. Sounds



TAZ EXPRESS	
FROM:	Infogrames
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
USA	UK
March 31	No
ANTICIPATION RATING	
●●●●●	



fairly standard, admittedly, but Zed Two's intriguing 'Dynamic Landscape' engine means *Taz Express* is slightly different from your run-of-the-mill platformer. In fact, in a welcome breath of fresh air, the engine actually allows you to pick up, carry, move or climb absolutely anything you want in the game, opening up the way for a flexible, clever and downright massive playing environment. We'll have a review in the next couple of months... **N**

Duck Dodgers

Dodging martians in the 24th century...

Next from Paradigm – the people behind the absolutely brilliant *Pilotwings*, *F1 WGP* and *Beetle Adventure Racing* – is this, the second of

Taz Express, *Duck Dodgers* is a fairly standard 3D adventure with one standout feature: while *Taz* has its 'Dynamic Landscape' engine, *Duck Dodgers* has 'specific character traits'. This gameplay addition means Duck will react differently depending on what situation he's in. As a player, you won't ever be able to predict what might happen next which results in an ambitious, unpredictable, colossal

Infogrames' Looney Tunes licences. In the same vein as

space-set adventure. Question is, can it play anything other than second string to the likes of *Donkey Kong*, *Banjo* and *Mario*? Probably not, but it should be entertaining and technically sweet, anyway. **N**

DUCK DODGERS	
FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	No
TRANSFER PAK:	No
WHEN'S IT OUT?	
USA	UK
Summer	No
ANTICIPATION RATING	
●●●●●	





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AN EAR TO THE GROUND

Well, it's official. Almost. Capcom producer Kouji Oda is currently working on a 'secret project' for the N64, described as "a sequel to a very popular Capcom franchise on the N64". Although the words 'Resident Evil Zero' haven't been mentioned, we'd bet our bottom dollar that the rumoured prequel to the series is exactly what's coming to the N64. Unless, of course, Mr Oda is talking about *Street Fighter* – we won't be losing out either way.

More details on the blockbuster-in-the-making that is *Shadowman 2*: apparently, the sequel will have a more 'biblical' emphasis this time around, which is intriguing. And Mike LeRoi is undergoing an image change – he'll be a bit better built and heavier set, whereas *Shadowman* himself is going to be a thinner, spookier, more emaciated and generally more terrifying anti-hero. Sounds good...

Remember that *Titus* had nabbed themselves the *Robocop* licence? Well, they're currently working on a *Robocop* game for Dolphin. It's reputedly looking 'stunning', and as well as indulging in all sorts of ultraviolence, there'll be an element of the game that relates to policeman Murphy's identity crisis. Whatever this means is currently unclear, as the game is shrouded in secrecy, but we'll be first with the details, just you wait and see.

Eternal Darkness, of which nothing has been seen since E3, is apparently "progressing very well", according to Dennis Dyak, producer at Silicon Knights, the developers behind the game. N64 contacted them this month in the hope that we'd get to see the game, but unfortunately no screenshots were forthcoming. Still, this medieval *Resident Evil*-style game is going to be worth the wait, mark our words.



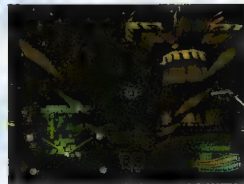
△ The distinctly unshabby *Eternal Darkness*. This is going to be great.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

● Sounds nice. Any more details?

Yup. There'll be six different planets to fight over, alien technology to discover and use for your own ends and 30 different vehicles, which can all be piloted...

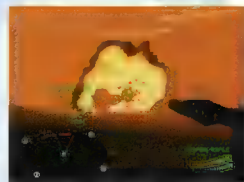


● Blimey. Good on the PC then, was it?

Yes, very good. And although the N64 version will be significantly altered (some of the more fiddly strategic bits of the game have been jettisoned in favour of more straightforward blasting), it's looking very promising.

● But the strategy is still in there?

Yes. Not as much as there was but still plenty, mind. For instance, one mission sees you stealing an enemy tank, falling into line and accompanying an enemy battalion into their base. But then how do you escape again without arousing enemy suspicion?



INFO BURST

BATTLEZONE	
FROM:	Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
Feb	Feb
TBA	
ANTICIPATION RATING	



△ HQ keeps you up-to-date with hits to your ship. Handy.

▽ There's a zincy bit of fogging, but it's not bad.

△ The action in *Battlezone* comes thick and fast.

▽ Reminds us of *Shadows of the Empire*. Y'know, a bit.

Battlezone

Rise of the Black Dogs

First-person future tank battles!

Developers Climax are currently toiling away day and night in order to get *Battlezone* finished in time for its February release date. And the good news is that their hard work is paying off; *Battlezone* is shaping up to be very sweet indeed.

A part of the critically-acclaimed PC game, *Battlezone* is a fruity cross between a first-person shooter and a strategy game. Although the strategy elements have been toned down a little for the N64 version, and the action quotient increased, *Battlezone*'s main claim to fame is that you're able to run around on foot, leap into available vehicles and also give orders to supporting units. A bit like *Rainbow Six*, but in huge tanks. Not bad, eh?

The plot, such as it is, concerns you fighting the Soviets on the moon (and, later, other planets) for valuable resources. So, you'll be mining precious metals and using them to



△ There's plenty of varied enemies to blast apart.



△ The scanner in the bottom left lets you pick out your enemies from afar.

construct weaponry and vehicles as you infiltrate an enemy base and call in the reinforcements. Leaving the safety of your vehicles is risky, but amongst the 15 available weapons is a superb sniper rifle, which you can actually use to put a bullet through the windshield of an enemy tank, taking out the pilot. Very nice indeed.

The game also runs in high-resolution, courtesy of the expansion pak, but at the moment this is a little jerky. Hopefully Climax will have time to sort this out, as the game – including a four-player mode – has the potential to be tremendous fun.





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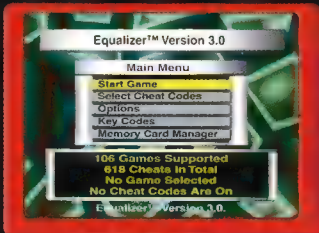


**EXTRA
CHARACTERS**

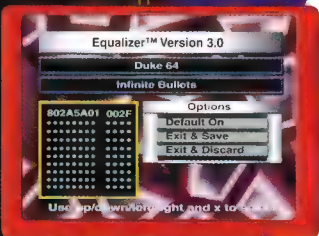


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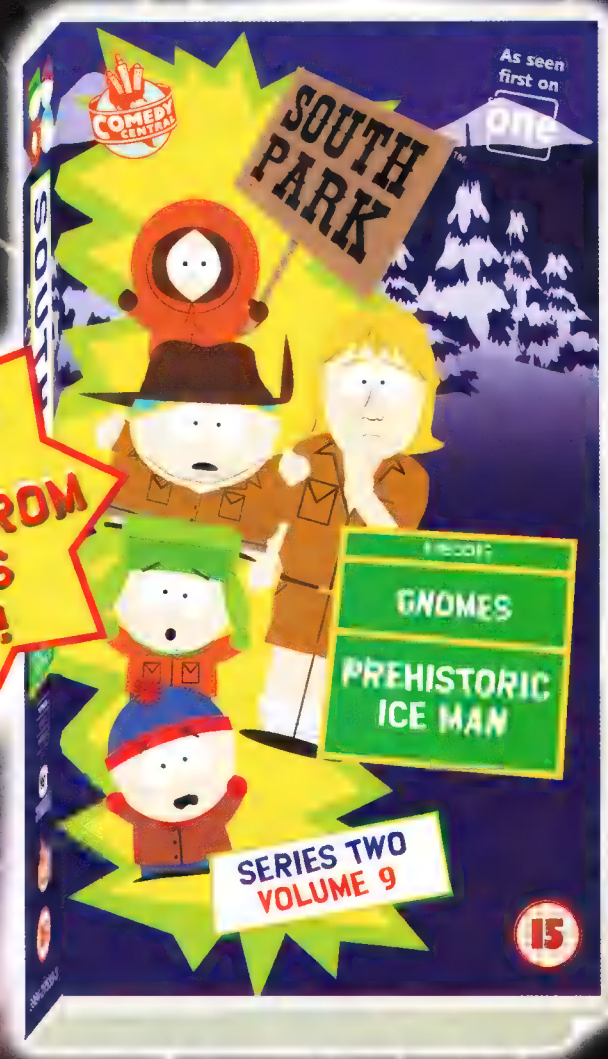
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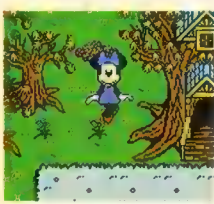
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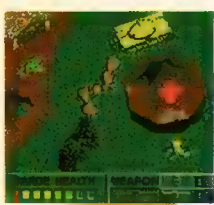
GAME BOY

REVIEWED THIS ISSUE!



MICKEY

page 26 Rare's secret game: so secret they didn't even tell us about it!



ARMY MEN

page 27 Tiny plastic soldiers visit your tiny plastic console. Check it out!

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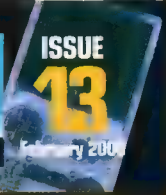
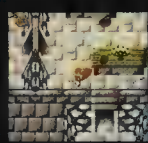
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Welcome to Planet Game Boy

We've had a deluge of games over the past few months – far more than we could possibly show you in these pages – but the real quality titles still manage to stand out from the crowd.

The pick of this month's new releases is undoubtedly *Dragon Warrior Monsters*, the only game amongst a horde of Pokémon Imitators to come close to matching Nintendo's juggernaut. Others are set to follow on just about every format there is, but our money's on *DWM* to repeat at least some of its Japanese success over here.

Elsewhere, the concept of trading things with other players seems to be spreading to a wider number of GBC games, thanks to the infrared port. Ubi Soft's GBC range already includes the 'Ubi Key', a communication feature that allows you to unlock hidden features by zapping different Ubi Soft games. This month the first of Rare's Disney games nipped into the shops under cover of darkness, complete with a bonus infrared email section.

This is one area where Nintendo's competitors can't compete. As the only console with wireless networking as standard, every GBC game can have a simple link-up feature coded at no extra cost. Plus there's the potential to wreak remote control havoc on cheap car alarms using *Mission Impossible's* organiser section or Dattel's *Smart Cam*. Not that we'd condone that sort of thing, of course.

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, N64 Magazine, 800 Metropolitan Street, Bath, BA1 2BW.

Issue 13, February 2000

Editor: Martin Kitts

Contributors: Tim Wainwright, Wil Coymon, Andrea Ball, Justin Webb, Neil Innes, Mark Green



IK COMES TO GB



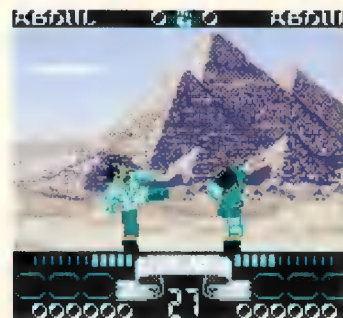
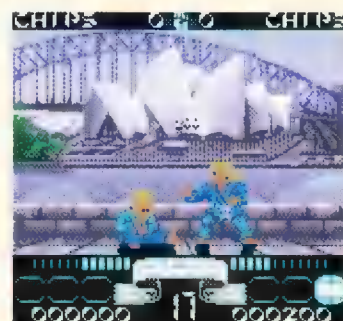
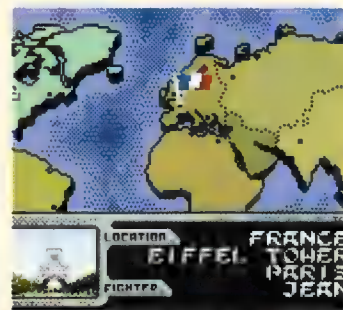
unequaled until Capcom came up with *Street Fighter 2*.

Now Studio 3 are resurrecting the old-timer for one more crack at that fighting game crown, and with the Game Boy beat-'em-up market looking

Anyone remember the classic beat-'em-up *International Karate*? It was an 8-bit fighting masterpiece, and its Amiga sequel, the awesome *IK+*, was

fairly thin on the ground at the moment, we wouldn't bet against them scoring a hit with this one. Unlike traditional fighting games, rounds are won on a three-point system. A clean hit scores one point and a glancing blow scores half. After each point the combatants return to their starting positions.

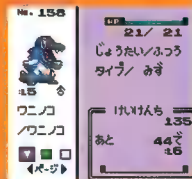
This version has different fighters to choose from (the original only had one) and plenty of pretty background locations to battle in front of. We played an incomplete preview card and we can confirm that it's showing a lot of promise. *International Karate* is due out in February, so we should have a full review next month.



GOLDEN BOY

These most exclusive of limited edition Game Boys are being sold from the Pokémon Centres in Japan to mark the release of *Pokémon Gold* and *Silver* (see page 20).

The screen is decorated with Pikachu and the three masters you choose from at the start of the game. Holographic Winona and Chelona representing the meeting of old and new. Best of all, it's made of a sparkly plastic that looks either gold or silver depending on what angle you look at it from.



Number 156! New has got nothing on these new boys.



Five Star Scoring

A simply fantastic game, and an essential purchase



Well worth a look, this is an essential title.



Some problems, but almost certainly good fun.



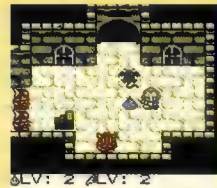
Blindingly flawed and not worth bothering with.



Utterly lamentable. Avoid like the plague.



Dragon Warrior Monsters



SLV: 2 SLV: 2



SLV: 3 SLV: 3 SLV: 1

From: Eidos Price: £25 Save: Direct Link-up: Yes Colour: Yes Out: Now

Having waited years to get our hands on *Pokémon*, it's a welcome surprise to see the next biggest thing imported from Japan with such speed. *Dragon*

Warrior Monsters is the Rolling Stones to *Pokémon's* Beatles, a different sort of experience but worth just as much of your spare time if you want to stand out from the crowd.

You play Terry, an ordinary lad on a quest to rescue his sister, Milayou. She has been spirited away to the mystical kingdom of Great Tree, the entrance to which can be found, oddly enough, in Terry's chest of drawers. Once inside the tree, the path to Milayou's prison can be opened gradually by performing feats of monster-taming or

please the King. Collect enough of the little devils to earn the right to be called a Master and you might just be able to take Milayou back home.

You can take three monsters with you at any time and they trail around after you in a sweet and endearing sort of way. When you meet wandering beasts, you engage in three-on-three combat that's far more complicated than *Pokémon*. You can set your monsters to attack according to preset aggression plans or you can activate their abilities using a menu system – and if you've been nice to your opponents during the battle, they might decide to join your party.

Instead of teaching extra abilities by using special items, monsters learn new tricks by mating. If you put a couple of creatures together then,

assuming they're both over the legal breeding age, they'll produce an egg that can be hatched into a combination of one parent's looks and the other's talent. Both parents then depart, making this a game where you can't become quite as attached to your monsters as in *Pokémon* if you want to make progress. You can also breed monsters with a friend, via a link cable, or gamble some of your creatures in two-player tournaments.

Dragon Warrior Monsters is every bit as involving as *Pikachu's* adventures, even if it isn't quite as cute, and is an essential purchase for anyone who can't wait another 15 months until we finally see the *Pokémon* sequels. Buy it before it sells out.



Watabou: Oh we Let's go back!

The biggest enemy's about to start his hunt in MYSTIC WORLD.



BeBe: Boo Baa Boo Baa.

At the end of the game, you'll be rewarded with a special bonus.

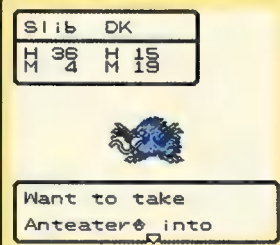
MONSTER MASH

It's a huge game but it rarely gets confusing. This is how it works, broken down into five basic sections.



SLV: 3 SLV: 3 SLV: 1

QUESTING
When you unlock a Traveller's Gate – a spinning portal usually found behind a locked door – you'll begin a quest in the Mystic World. Quests involve finding a missing person or capturing a super-powerful monster.

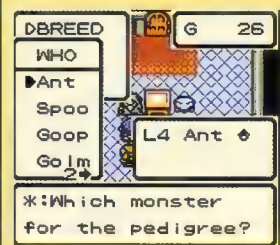


Slib DK
H 36 M 15
M 4 M 15



Want to take Anteater into

CATCHING
You can only catch the last surviving monster from any group you encounter. You'll still have to knock it out, but if you fed it during the fight, there's a chance that it will spring to its feet and decide to join your party.



DBREED G 26
WHO
Ant Spoo
Goop L4 Ant
Go Im 27

*: Which monster for the pedigree?

BREEDING
Pick a monster you like the look of and cross it with a monster that has useful skills. The resulting baby should be a combination of the two. Both parents are then released back into the wild, to frolic in total freedom.



SkyDragon was born.

HATCHING
Pay the princely sum of 10G to the nice man from the monster dating agency, and he'll take your egg to a nice secluded thicket where it will hatch. Watching your new baby monster emerge from its shell is a joyous moment.

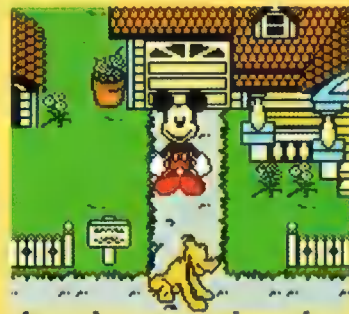


*: A new challenger is here today!

SLV: 3 SLV: 3 SLV: 1

SCRAPPING
As you breed bigger and tougher monsters you'll want to test them against the best. The arena is the place to go for a good scrap. Pay the entry fee for the appropriate class and challenge the world. Prizes are secret areas.

Mickey's Racing Adventure



From: Nintendo Price: £25 Save: On cart Link-up: No Colour: Only Out: Now

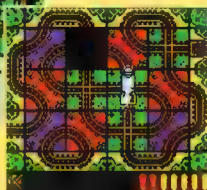
Sneaking onto the shelves without a word of warning is a trick often used for games that the publishers are slightly ashamed of. Quite why this first Disney title from the less-than-prolific Rare has been afforded such a dubious

honour is a mystery, because it isn't every day that we're treated to a Rare game, and this one is really rather good.

Mickey's Racing Adventure takes the exploration elements from *Diddy Kong Racing* and marries them to the racing style of *RC Pro Am* on the NES. You find the entrances to the tracks by collecting tokens and completing a simple sliding block puzzle game. Each of the five famous characters can access three tracks plus a boss, with a final showdown if you manage to get to the end of the whole thing. There's also a set of bonus games based on the



Use the boy cartoon images to solve all the best set of sliding block. Best of luck!



Use the track image to get the track in the orderable.



Adventure begins with the ancient Boulderdash and a large hub area in which you can buy tips, upgrades and spells.

It's an impressively huge game, and the graphics are fantastic. The racing can be a bit hit-and-miss though, because victory tends to rely

Mickey is impressively reluctant to get on the planet's racing tracks.

Mickey's Racing Adventure is a game that's been a long time in the making. It's a game that's been a long time in the making.

as much on mistakes from the computer opponents as it does on skill. Once you've purchased an improved car and a few upgrades, things get much better but the sheer size of the game means that it'll be a while before you get that far. A two-player mode would have ensured a five-star rating, but even as it stands there's plenty here to keep you entertained for a long time.



Billy Bob's Huntin' 'n' Fishin'

From: Midway Price: £25 Save: Password Link-up: No Colour: Yes Out: Now



HOWDY, DAISY WAS SAYIN' SHE WOULD LOVE SOME RABBIT.

Use the boy cartoon images to solve all the best set of sliding block. Best of luck!

Use the track image to get the track in the orderable.

Billy Bob is all about a fat hillbilly's quest to impress the beautiful Daisy with his huntin' and fishin' prowess. Daisy will request a certain type of animal, such as a racoon or a bass, and you have

to catch it for her by entering a series of mini-games. For example, to go hunting you need to shoot targets to win



Use the track image to get the track in the orderable.

ammo, hit the correct type of animal to get a licence and wash in the river so that your scent doesn't frighten your prey. The games are as simple as the most basic ones in *Game & Watch Gallery*.

When you're ready you can go into the wild. The actual hunting section is disappointing, being little more than an extended version of the hunting licence sub-game. Fishing is better though, with a completely different set of extra games. In all, it's good value for *G&W* aficionados with a warped sense of humour, and probably worth playing to see what happens when Billy Bob finally wins Daisy's hand.



2 14



3 55 LICENSE



With the spectacularly dull *Deer Hunter* doing big Game Boy business in the States, it was only a matter of time before someone came up with a spoof hunting sim.

Army Men

How to go all American > New on some of those mighty army titles

From: 3DO Price: £25 Save: Password Link-up: No Colour: Yes Dat: Now



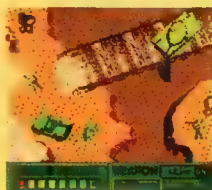
◀ Shows some of the many levels of the mission heavy 3DO version

game, but it's an indication of the programmers' technical prowess.

Just like in its 32-bit cousin (the N64 version has different missions), the object is to complete a series of increasingly difficult missions by killing lots of little plastic soldiers. There are loads of weapons to find, a basic training mode to try them out in, and some jeeps and tanks to drive when slogging across the 15 large levels gets too tiring. Sadly it's spoiled somewhat by a nasty rotational

control system which is left over from the game's 3D days. There's absolutely no need for it in a game like this, and it turns moving and aiming into a pointlessly difficult task.

But if you can live with the controls it can be great fun, with mission objectives such as rescuing prisoners and infiltrating enemy bases to puzzle over. In a way it's a little bit like *Mission: Impossible*, with better graphics and more variety but no secret agent organiser mode. It also boasts the best speech we've ever heard coming out of a Game Boy. Shame about those nasty controls, though.



▶ Shows an enemy mission with tanks



The similarity between *Army Men* on the Game Boy and the PlayStation version is quite remarkable. The missions have the same structure and many of the areas are recognisable. That still doesn't mean that it's a classic



Ready 2 Rumble

From: Midway Price: £25 Save: No Link-up: No Colour: Only Dat: Now



◀ Shows some of the graphics from the 3DO version

Michael Buffer, the man who made a fortune out of a trademark catchphrase and an industrial strength pair of lungs, lends his voice to the latest conversion of Midway's hit *Ready 2 Rumble Boxing*.

It's a remarkably authentic replica of the 3D original, largely thanks to some very slick presentation. The boxers are depicted by short rendered intros and there's a lot of speech from the Buffster. He even speaks on the options screen, which goes to show just how much of the cart is taken up by sparkle and polish.

The actual game plays a lot like it does on the N64, except with even fewer moves. It's still basically just a case of standing toe-to-toe with your opponent and hammering the

buttons until one of you falls over. If you

◀ The graphics are quite good, but you'll find the controls a bit stiff



▶ Shows some of the graphics from the 3DO version

◀ The title of the game makes it obvious that it's a boxing game



▶ It doesn't seem to matter all that much whether you win or lose



land enough clean hits, the rumble meter lights up and gives you a few seconds of super combo power. Three knockdowns in one round secures victory. And that's all there is to it. It looks very nice but it's way too limited as a fighting game. Once you've won a few bouts, there's nothing more to see.



▶ Shows some of the graphics from the 3DO version



PIKA-NEW

The best new Pokémon stuff from Japan to your local game shop.

POKÉMON GOLD AND SILVER



▲ New monsters!
You get the blue one right at the start of the game.

unlikely that many western gamers will appreciate the finer points of these Pokémon sequels but we've managed to dig out a few snippets of information.

The back of the packaging features Pichu, a heart-meltingly cute new character who is actually the pre-evolved version of Pikachu. There's also an in-game shot of Mariru (the blue water mouse who will be known as Marill in the English translation) battling little Pichu. We

haven't managed to capture either of them yet, but it looks like Pichu and Mariru will be joining Pikachu as the official mascots of Pokémon.

There are more new features than we could possibly list. The most obvious is the addition of a real-time clock which you have to set when you start the game for the first time. As you wander around the completely new map, darkness closes in and yellow lights shine out of the houses. It looks fantastic and it's still compatible with any kind of Game Boy. The hero carries a mobile phone with him at all times to stay in touch with important people. As you add more names to your contact book, you can call them up to get hints for different sections.

So is it worth importing? If you're an avid Pokémon fan and import game collector, you'll probably have a



copy already. You'll find a very good walkthrough on EAGB (<http://gameboy.s-one.net.sg>) which will guide you through the game in English, so it's not exactly unplayable. However, we'd recommend waiting until September, which is when you'll be able to get US and Australian copies. You can play any GB game from anywhere in the world on your European machine. It's due on the shelves here around Easter 2001.



These two carts sold out almost as soon as they hit the streets in Japan, but we managed to spirit away a pair of them before the few shops that had any stock left doubled the price. Being largely incomprehensible, it's



POCKET PIKACHU COLOR

Around 80,000 of these were released to (04114) with Pokémon Gold and Silver in Japan, and although there will be many more coming in the future, this rarity means you'll need to have deep pockets if you're desperate to get hold of one right now.

The Pocket Pikachu Color is basically the same thing as the original Pikachu but with a few extras. The screen is a colour, the buttons are

with more responsive, and Pikachu has a new range of shades. Instead of playing a MP that have to win battles with you now get a high/low card game. You can also compose tunes to be played instead of a beeping alarm, and the dep counter is reset at the end of each day. Also, Pikachu now goes to bed at hour 10:00 of 0:00, and you can swap with with another cart in Gold/Silver on the GB, as an added bonus on the box.



POKÉMON PIKACHU

Here's one Pokémon spin-off you can get hold of over here. Pokémon Pikachu is a virtual pet which encourages you to keep fit. You dig the tail to your left, and the more you walk or run, the healthier the little on-screen Pikachu

becomes. Each step you take earns electrical watts which you must use to show Pika how much you appreciate his company. If you're careful, the status screen will tell you that Pikachu loves you, and he'll perform tricks and go to school like a good little Pokémon.

We're all keen on playing with their little buddies and there are lots of wonderful Pokémon here. Except, isn't he? He was so evil to the good creature it ran away. Pikachu has left you, was the dark message on Bokan's screen. Pokémon Pikachu is a video console and looking for good homes. They cost around £20.



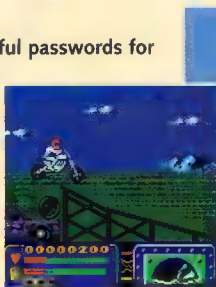
Evel Knievel



PASSWORDS

Here's a selection of useful passwords for Take 2's maddeningly difficult bike game, *Evel Knievel*.

- Snake River Canyon: LASTSTAGE
- Grand Finale mode: LEVELS
- Normal levels: RESET



HIGH SCORES

At last we've got a new record holder in the *Mario Deluxe* challenge: 50.1.3 million is possible! How about 1.4? Or even 1.5? You can do it!

MARIO DELUXE

Challenge

1,303,650 James Holt, Halifax
1,264,100 Catherine Wakely, email
1,184,900 Ian Shaw, email

Super Player

456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

POKÉMON PINBALL

Red

297,545,300 David Teixeira, NZ
129,750,500 Mark Atkins, Bury
117,100,600 Dover MacLean, USA

Blue

1,275,170,500 James Faulkner,
Dagenham
1,254,200,300 David Teixeira, NZ
124,340,400 Tom Watts,
Huddersfield

TETRIS DX

40 Lines (level 0)

1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford

Ultra (level 0)

21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)

4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)

6,120,591 Paul Curtis, Hull
3,822,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

GAME & WATCH GALLERY

Donkey Kong

9999 Jonathan Dennis, Stansted
2626 Ryan Medlock, Cuthbert
1830 Hayden Koon, New Zealand

Parachute

3138 "Marc", via email
1241 Christopher Smith, Cleveland

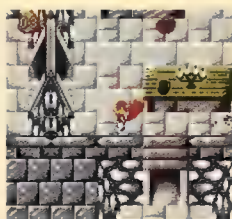
Chef

1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Scores wanted

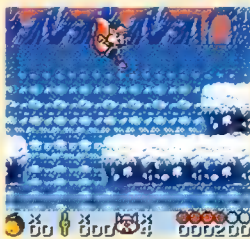
Send your high scores to:
Planet Game Boy (high scores),
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
Email us at n64@futurenet.co.uk

Here's a quick tip to help you get back a bit of energy when you're almost out of health and you can't find any more items. Simply save your game and reload it straight away. You'll have a bit more energy to play with.



Conker's Pocket Tales

Mr Nutz



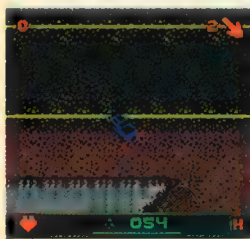
Choose your starting level in this squirrel-based platform adventure with these

- Level 2 – DDMMNN
- Level 3 – NNRRGG
- Level 4 – CCLLRS
- Level 5 – JJMPPR
- Level 6 – SSWTCH
- Unknown – NNSTTR

handy codes. We have no idea what the 'unknown' code is for, but it doesn't give the usual 'password not valid' message. Interesting.



Carmageddon



Use this password to unlock the lot if you can't be bothered to play all the way through this dodgy motor carnage game. It's better than the N64 version though.

OZ6SZD(skull)V



Game Boy Gallery

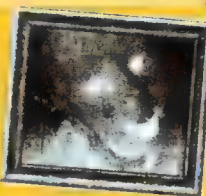
WINNER!

It reminded us of an alien standing in front of a motorbike headlamp. It's anybody's guess. That could be absolutely anything. Only Andy Sheuber from Stevenage knows for sure.



John Allen, an Essex boy, sent in this pic of himself.

← Kayleigh Money from Long Eaton is dreaming of Pokémon. Must be all that advertising.



→ Luke Adams sent us this pic of his sister looking bemused.

← It's Sam Roberts from Kent, complete with radioactive grin.



Muties too tight to mention.



Nice work, people. We're pleased to be able to present another quality line up of kerr-azy pics and happy snaps taken with



the miracle of miniature technology that is the Game Boy Camera.

As ever there are some interesting techniques on display here and some great special effects. If you'd like to share a few (but not all) of your secrets with the rest of the world, we'd love to hear from you for our Art Class section, as featured in last month's issue. When we've got enough cool tips and tricks (assuming the nation's top GB Camera alchemists are willing to spill the beans), we'll print the best and reward the senders with an exclusive N64 pin badge. Those things are as rare as rare could be, y'know. Write to Art Class, Planet Game Boy at the address below.



← Darren Agnew from Kilmarnock is the man responsible for putting this beast behind bars.



← This one looks like a kind of alien encounter. It's from Sam Bircher of Surrey.

Help! Scary stuff from Annalisa Vacher of Waterlooville.



→ Preston's Phillip Bailey. He's an easy lover. He'll take your heart but you won't feel it.



Send us your freaks

In association with

Get snapping and send us your favourite printouts. Weird or otherwise, we like nothing better than checking out your Game Boy Camera creations.

In fact, we like it so much that we feel compelled to tell our pals at Gamester to send a mighty handy Game Boy Powerpack and Wallet to the creator of our favourite pic each month. Perfect for protecting your machine from scratches and saving on batteries. Don't forget to tell us what kind of GB you own. Send your pictures to:

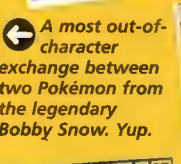


Game Boy Gallery,
Planet Game Boy, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.

EVERY MONTH – ONLY WITHIN THE PAGES OF N64



And another pic from Mr Larsen. Top stuff, Ruben. We're impressed.



← A most out-of-character exchange between two Pokémon from the legendary Bobby Snow. Yup.



← Norway's master GB Camera artist, Ruben Larsen, is the man behind this troll-like face.



→ It's a rasser of some description. Whoever he is, he's anonymous and annoyed.



← An alien demon, spotted in the London area by none other than David Jones. Brrrrr.



← Oh my word. Lordy, lordy. Ellwyn Male snapped this lovely lady and printed her out just for you.



→ It's Ellwyn Male's GB Camera person.

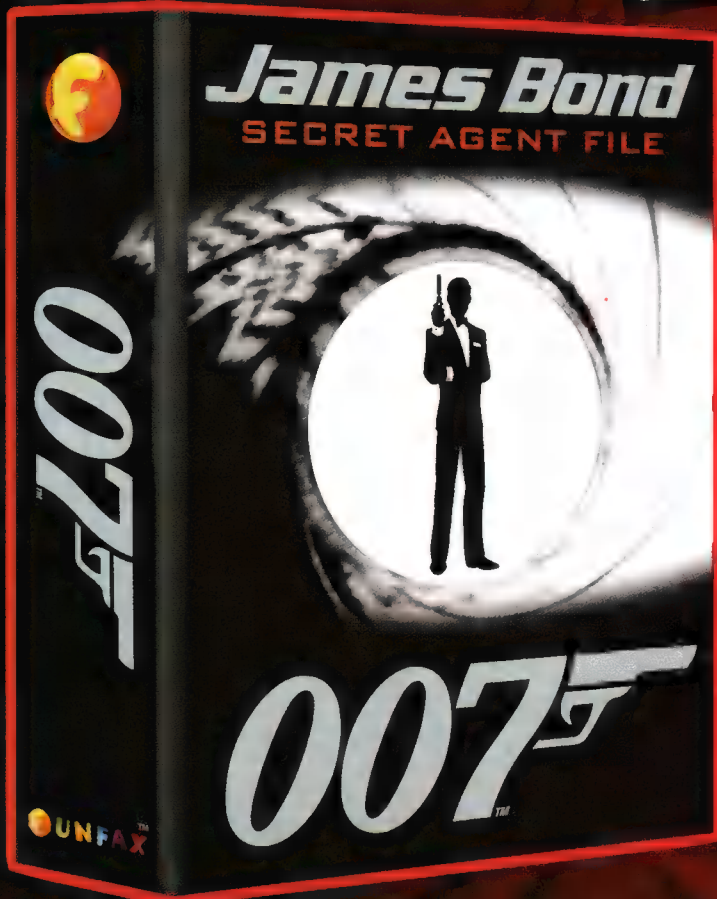


A talking egg? A spoon? Surely not... a toilet bowl! It's from Paul Stevenson.



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007

JAMES BOND FUNFAX IS PACKED FULL OF INFORMATION. ARE YOU UP TO THE CHALLENGE?



Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
 most wanted • most played

GAME Top 10 Official UK N64 chart

	1 Donkey Kong 64 Rare/Nintendo Released: 12/98 Non-mover N64 Issue 36 93%		6 Lego Racers Lego Media Released: 11/99 Last month's chart position - 10 N64 Issue 36 70%
	2 WWF Wrestlemania THQ Released: 12/99 Non-mover N64 Issue 36 90%		7 Jet Force Gemini Rare Released: 11/99 Last month's chart position - 3 N64 Issue 34 93%
	3 Smash Bros Nintendo/NAL Released: 12/99 Last month's chart position - 4 N64 Issue 36 90%		8 GoldenEye Rare Released: 12/97 Re-entry N64 Issue 33 94%
	4 Rainbow Six ★ NEW! ★ Take 2 Released: 11/98 Last month's chart position - 7 N64 Issue 35 87%		9 Ready 2 Rumble Midway Released: 12/99 New entry N64 Issue 37 81%
	5 Rayman 2 Ubisoft Released: 10/98 N64 Issue 35 73%		10 Rugrats Treasure Hunt THQ Released: 10/99 Last month's chart position - 6 N64 Issue 33 48%

Top 5 Import chart

Source: CA Games (0141 334 3901)

1 Donkey Kong 64 Nintendo/Rare • ACT N64 Issue 36 • 93%	3 Jet Force Gemini Rare • SHT N64 Issue 34 • 93%
2 Pokémon Snap Nintendo • ETC N64 Issue 37 • 80%	4 Resident Evil 2 Capcom • ACT N64 Issue 36 • 90%
5 WWF 2000 THQ • FGT N64 Issue 36 • 88%	

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VALID FROM 25TH JAN TO 21ST FEB 2000

N64 5 Most played		5 Most wanted		Readers 5 Most played		5 Most wanted	
1 Donkey Kong 64 Rare ACT N64 Issue 36 • 93%	Perfect Dark Rare ACT UK: April USA: April	1 DK64 Rare ACT N64 Issue 36 • 93%	Perfect Dark Rare ACT UK: April USA: April				
2 South Park Rally Acclaim RAC N64 Issue 38 • 88%	Zelda Gaiden Nintendo ACT JPN: March UK: Christmas	2 Smash Bros Nintendo ACT N64 Issue 36 • 90%	Zelda Gaiden Nintendo ACT UK: Christmas Japan: March				
3 Top Gear Rally 2 Kemco RAC N64 Issue 38 • 90%	Banjo-Tooie Rare ACT UK: Summer USA: Summer	3 WWF 2000 THQ ACT N64 Issue 36 • 90%	Banjo-Tooie Rare ACT UK: Summer USA: Summer				
4 Smash Bros Nintendo ACT N64 Issue 36 • 90%	The World is Not Enough Cinemaware ACT UK: Summer USA: Summer	4 Shadowman Rare ACT N64 Issue 32 • 93%	Super Mario Adventure Nintendo RPG UK: Summer Japan: Spring				
5 Worms Armageddon Leftbeam ACT N64 Issue 36 • 85%	Pokémon Stadium Nintendo ETC UK: April USA: Out Now	5 Zelda 64 Rare ACT/RPG N64 Issue 23 • 98%	Pokémon Stadium Nintendo ETC UK: April USA: Out Now				

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher Type	Country
• Nintendo 64		
January		
Asteroids	Crave ACT	UK
Custom Robo	Nintendo ACT	JPN
EPGA Golf	Infogrames SPT	UK
South Park Rally	Acclaim RAC	UK
Top Gear Rally 2	Kemco RAC	ALL
Viewpoint 2064	Sammy ACT	JPN
February		
Battlezone	Crave ACT	US
Castlevania: Legacy of Darkness	Konami ACT	UK
ECW: Hardcore Revolution	Acclaim ACT	UK
Harvest Moon 64	Natsume RPG	UK
Nuclear Strike	T+HQ SHT	UK
StarCraft	Nintendo STG	UK
Supercross 2000	EA SPT	UK
Taz Express	Infogrames ACT	UK
Vigilante 8: Second Offense	Activision ACT	US/UK
March		
Daikatana	Kemco SHT	US/UK
Duck Dodgers	Infogrames ACT	US/UK
Hydro Thunder	Midway RAC	US
ISS Millennium	Konami SPT	UK
Rally Masters	Infogrames RAC	UK
StarCraft	Nintendo SIM	UK
Top Gear Hyperbike	Kemco RAC	US
X-Men	Activision ACT	US
Zelda Gaiden	Nintendo RPG	JPN
April		
Excitebike 64	Nintendo RAC	US/UK
Mario Party 2	Nintendo TAB	UK
Perfect Dark	Rare SHT	US/UK
Pokémon Stadium	Nintendo ETC	UK
Ridge Racer 64	Namco RAC	ALL
Tony Hawk's Skateboarding	Activision SPT	US/UK
2000/TBA		
35ixty	Cryo RAC	US/UK
1080° Snowboarding 2	Nintendo RAC	US
Animaniacs Ten Pin Alley	ASC Games ACT	US
Art of Fighting Twin 2	Culture Brain FGT	JPN
Attack!	Midway ACT	US
Banjo-Toolie	Rare ACT	US/UK
Blues Brothers 2000	Titus ACT	UK
Bomberman 64 2	Hudson ACT	UK

Game name	Publisher Type	Country
California Speed	Midway RAC	UK
Cyber Tiger 2000	EA SPT	UK
DethKarz	GT RAC	US
Doshin the Giant (64DD)	Nintendo ETC	JPN
Dragon Sword	Interactive St ACT	UK
Eternal Darkness	Nintendo ACT	US
Extreme Sports	Eidos SPT	UK
F-18 Super Hornet	Titus SIM	UK
Fighters Destiny 2	Infogrames FGT	US/UK
Flights of the UN	Video Sys. SHT	JPN
F-Zero Expansion III (64DD)	Nintendo RAC	JPN
Harrier 2001	Video System SIM	UK
Hercules: Legendary Journeys	Titus ACT	US
Grand Theft Auto 64	Take 2 ACT	UK
Jest	Infogrames ACT	UK
Jeff Gordon Racing	ASC Games RAC	US
Jikkyū Golf Tournament '98	Konami SPT	JPN
Jungle Bots	Titus ACT	US
Ken Emperor Leo	Nintendo RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo SPT	US
Kirby's Dreamland 64	Nintendo ACT	JPN
Magic Flute	Sunsoft ACT	JPN
Mini Racers	Nintendo RAC	US/UK
Mission: Impossible 2	Infogrames ACT	UK
Montezuma's Return	TBA PLT	US
Mother 3	Nintendo RPG	JPN
Need for Speed 64	EA RAC	US
NFL Blitz 2000	Midway SPT	UK
NHL Blades of Steel 99	Konami SPT	US/UK
NomenQuest	T+HQ RPG	US
O.D.T.	Psygnosis RPG	UK
Ogre Battle 3	Nintendo RPG	UK
Onegai Monsters	Bottom Up	JPN
Paint Studio (64DD)	Nintendo ETC	JPN
Pokémon Snap	Nintendo ETC	UK
Polygon Studio (64DD)	Nintendo ETC	JPN
Powerslide	Emergent RAC	US
Renegade Racers	Interplay RAC	US/UK
Resident Evil Zero	Capcom ACT	ALL
Robotech: Crystal Dreams	Capcom ACT	US/UK
Riqa	Nintendo ACT	US
Shadowgate Rising	Kemco RPG	US
Sim City 64 (64DD)	Nintendo SIM	JPN
Smurfs 64	Infogrames ACT	UK
Snowboi Kids 2	Atlas RAC	UK
Spiderman	Activision ACT	US
Spooky	ICE ACT	UK
Stunt Racer 3000	Boss RAC	US/UK

Game name	Publisher Type	Country
Super Mario 64 2	Nintendo ACT	ALL
Super Mario Adventure	Nintendo RPG	ALL
Talent Studio (64DD)	Nintendo ETC	JPN
The World is Not Enough	Eurocom/EA ACT	US/UK
Thrasher Skate and Destroy	Take 2 SPT	UK/US
Toe Jam and Earl	GT ACT	UK/US
Turok 3	Acclaim ACT	UK/US
Twelve Tales: Conkar 64	Nintendo ACT	UK/US
UEFA Soccer	Infogrames SPT	UK
Ultimate War (64DD)	Seta STG	JPN
Velocity	Acclaim RAC	US
V-Rally 2	Infogrames RAC	UK/US
Wild Metal Country	DMA ACT	UK
Winback	Koei ACT	UK
Zelda Gaiden	Nintendo RPG	US/UK
Zool	Imagineer RPG	JPN
• Dolphin		
Army Men	3DO ACT	ALL
Austin Powers*	Rockstar ACT	US/UK
Batman*	Ubi Soft ACT	US/UK
Castlevania*	Konami ACT	US/UK
Disney 3D Adventure*	Rare ACT	ALL
Donald Duck*	Ubi Soft ACT	US/UK
First-person shooter*	Saffire ACT	US/UK
ISS Dolphin*	Konami SPT	US/UK
Killer Instinct 1	Rare ACT	US/UK
Music*	Codemasters ETC	US/UK
NBA Courtside	Nintendo SPT	ALL
Resident Evil Game*	Capcom ACT	ALL
Robocop*	Titus ACT	US/UK
Shadowman 2	Acclaim ACT	US/UK
Super Mario 64 1	Nintendo ACT	ALL
Thornado	Factor 5 ACT	US/UK
Top Gear Rally*	Boss Games RAC	US/UK
Turok*	Acclaim ACT	US/UK
Zelda*	Nintendo RPG	ALL

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

VOTE!

PLANET 64 INFORMATION station *Top 5 vote n' draw*

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes! And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.



My five most played games are:	My five most wanted games are:

Name _____

Address _____

Postcode _____

Game wanted _____

cut and send

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0906-8318-405PLAYSTATION / EVERY CHEAT WE HAVE
0906-8318-406ADVENTURE / SILENT HILL / STAR WARS PHANTOM 1 / TR 4
0906-8318-407NINTENDO 64 / THE BEST NINTENDO CHEATLINE THERE IS
0906-8318-408SEGA SATURN / LOADS OF CHEATS
0906-8318-409SEGA SATURN / HUGE LISTING
0906-8318-411PLAYSTATION / MEGAHELPLINE & FAXBACK
0906-8318-416PLAYSTATION / THOUSANDS OF CHEATS
0906-8318-417SEGA SATURN / THE ULTIMATE CHEATLINE

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**TONNES MORE
DONKEY KONG 64
SECRETS
REVEALED
INSIDE!**

HOW TO...

go bananas in

**DONKEY
KONG**

64

PART 2

**Every banana
tracked down in
Gloomy Galleon, Fungi
Forest and Crystal Caverns,
three bosses beaten off,
PLUS the locations of every
fair, blueprint and K. Rool
arena in the game!**

**TOP
SECRETS
REVEALED!**

**Only open
our tips
section if
you're
absolutely
stumped!**



Monkey Magic

We thought *Zelda* and *Jet Force Gemini* were big games, until we set off on our quest to finish *Donkey Kong 64*. Rare's monkey 'em-up is colossal, which means we've had to spread our banana-busting guide over an unprecedented three issues.

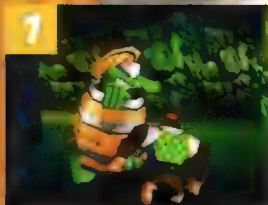
Last month, we told you how to find 50 bananas in the game's first four levels. This month, we explain how to grab every single banana in the next three worlds, and reveal the locations of every fairy blueprint and K. Rool Arena in the game. Aren't we good to you?

GLOOMY GALLEON

Entrance: Swim underneath K. Rool Island
Golden bananas needed: 8

Just started?

1 Walk down the first corridor and turn right to find three oversized wooden chests. The one on the left can be punched by Chunky for a banana.



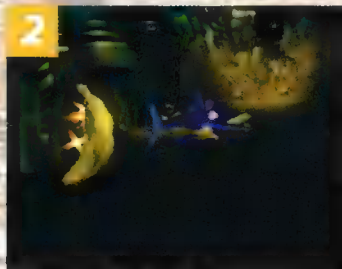
2 Now for the lighthouse tour. Follow the signs and have Donkey shoot the coconut switches to reach the tower, then nudge the green switch underwater to raise the waves.



Found the Lighthouse?

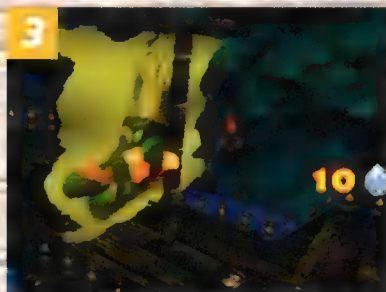


1 To get into the lighthouse, slam the Donkey switch on the central platform. There's a yellow lever at the top of the tower inside, and a lever which brings K. Rool's ship steaming into harbour.



4 Chunky can slam his bum down on the trapdoor on the ship's deck. Scamper past the cannons below and punch the rotating barrels for a banana – then turn your pad around to combat seasickness.

3 Leap over to the floating barge and Simian Slam the Diddy switch. You'll need a trip in the Rocketbarrels to reach the banana that materialises atop the lighthouse.



2 Change into Engarde by moving Lanky into the Animal Barrel underwater, then use his saw-like conk to smash the chest you find at the very bottom of the lake, revealing a banana.



5 Back in the tunnels, take Diddy down the unexplored passage and peanut away at the switches. You've found the Sunken Wreck area.

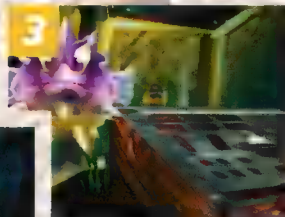


Found the Sunken Wreck area?



1 Just before the peanut switches lies a slammable switch for Tiny. It opens a window in the underwater house to the left, inside which is a Kremling Kosh minigame and a banana.

2 There's a switch for Lanky's elasticated arms, too, leading to a banana in the same house – you'll need to use Engarde to smash the chests inside.



3 Found Funky's shop? It's to the right of this area's entrance. In the watery depths below, Tiny can use the barrel to enter the curvy pipe and win a banana from a Big Bug Bash game.



4 We'll come back here in a bit. Meanwhile, play the Barrel Blast game on the lighthouse platform to free a native seal.

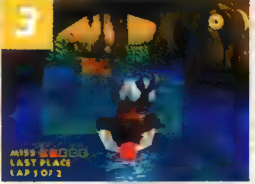
Rescued the Seal?



1 Back in the Sunken Wreck area, the rescued seal is flapping away on a platform near Candy's shop. He'll give you his 'seal' of approval – a **banana**.



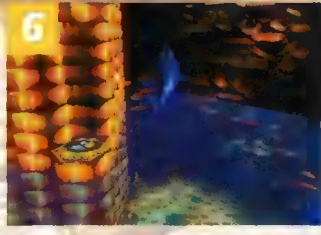
2 The lovely Candy will be ever so pleased to **upgrade** you, handing you an upgrade for your instruments and an extra health melon. Juicy.



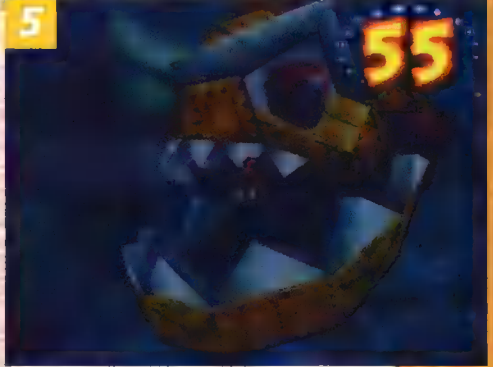
3 As Donkey, go back and visit the seal again, leaping into the tunnel behind him. Now you'll get the chance to win a **banana** if you manage to beat the honking mad mammal in a **Warp** race.



4 Use Chunky's pineapple weapon on the two switches near the level entrance. In the room beyond, haul the big ball to the cannon and take out three switches for your **banana**.

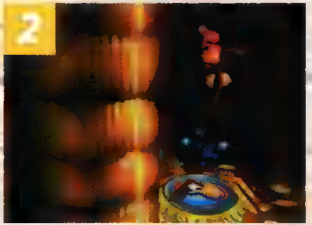


6 As Lanky, find the Animal Barrel – it's just above the sunken wreck – and swim inside. Perform three crowd-pleasing leaps through the DK ring and you'll open the door to the Treasure Room.



5 Have Diddy rocketbarrel up to the top of the lighthouse and strum his guitar. Race back and swim into the freed fish's gob (use Warp 5), then thwack the panels on his heart for a **banana**.

Opened the Treasure Room?



1 Sitting pretty nestled at the top of the rightmost stack of gold coins is a Stealthy Snoop minigame. Use Diddy's Simian Spring to get up to it and grab yourself a **banana**.

2 There's a Searchlight Seek minigame atop the opposite pile of coins – use Lanky's Baboon Balloon tiles to reach it, and its **banana**.



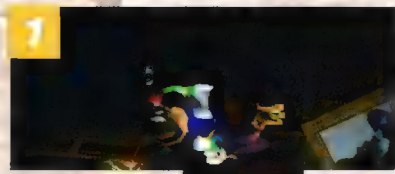
3 The giant treasure chest is accessed via the lock – use the nearby Tiny barrel to shrink yourself small enough to fit inside. Collect the five pearls within and then swap them for a **banana** with the mermaid at the bottom of the lighthouse.

4 While you're near the tower, dive into the water and nudge the red switch to lower the water level.

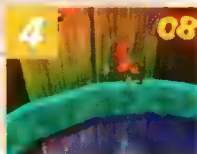


Lowered the water level?

1 At the edge of the lighthouse is a lone Music Pad. Have Chunky tap his triangle on it, then race over to the Sunken Ship. A Batty Barrel Bandit game, and a **banana**, within.



3 In Lanky's section of the submerged boat, the **banana** is lounging on a four-poster bed. The lazy fruit!



4 A Splish Splash Salvage minigame leads to Diddy's **banana** – grab the seven submerged coins to bring down a vine that leads to the eighth.



2 As Tiny, swim across to the cactus-esque thingy near Funky's shop, play your saxophone on the pad there, then swim into the ship to grab a **banana**. Follow the same procedure for a second time to net DK a **banana**, too.



BOSS!

Bananas needed: 250

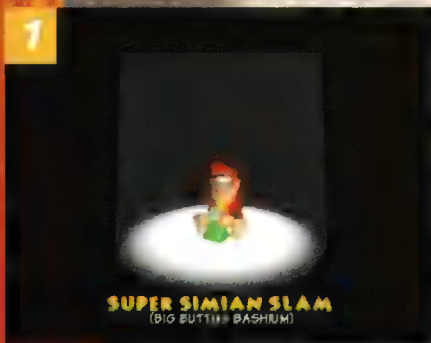
It's Lanky, in a speedboat, battling a bloated pufferfish! Race anti-clockwise and zip through the rings, using A to leap when the spiky fish burps a shockwave. Also, snickity, the last ring is in the same position as the second-to-last. Four lots of five rings and it's all over. Avoid the fireballs and this boss should be a walkover.



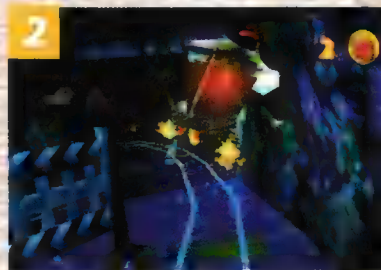
FUNGI FOREST

Entrance: Barrel near Warp 3
Golden bananas needed: 50

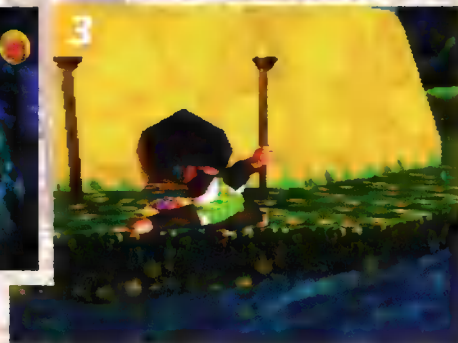
Just started?



1 Without Cranky's Super Simian Slam potion, you'll have trouble with the blue switches littering this area. Run through the red tunnel to find the old ape's abode.



2 Switch to Chunky and use your brand new Slam on the well in the corner of the clock area. Survive the minecart ride and a is yours.

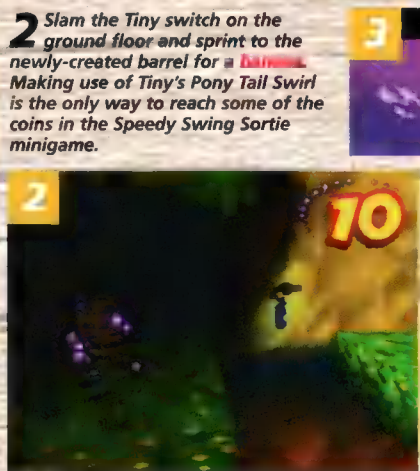


3 Back in Cranky's area, locate the door to the monstrously tall mushroom. We're going in...

Entered the Giant Mushroom?



1 Shooting the five switches on the wall creates a series of Blast Barrels leading to the very top of the mushroom. Handy for nabbing the that appears after Donkey Kong's stomped the nearby switch.



2 Slam the Tiny switch on the ground floor and sprint to the newly-created barrel for a Banana. Making use of Tiny's Pony Tail Swirl is the only way to reach some of the coins in the Speedy Swing Sortie minigame.



3 Halfway up the mushroom, a door leads back outside to a Barrel Blast game. Play for a

4 A Diddy Barrel is spinning away on the ground outside, which will help you to reach the banana that's hidden in the minigame barrel at the giddy mushroom peak.



Reached the top of the Mushroom?

1 Use Lanky's Orangstand to reach the Slammable switch on the roof, then slide back down into the first of the two unlocked doors. Once inside, trampoline on the toadstools to reach the banana.

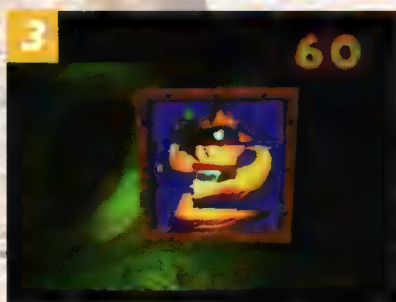


2 In Room No. 2, the order you need to Slam the coloured toadstools in is yellow, red, pink, green and blue. That done, you're only a Crazy Kong Klamour minigame away from having yourself a banana.

3 Just down the road from the two Lanky doors is a switch for Chunky. It opens up another door, giving the fat ape the chance to earn a Banana - rearrange the tiles with pineapples to complete it and win the fruit.

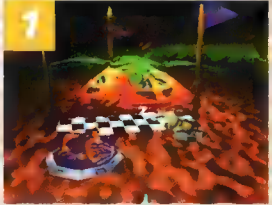


4 Wave a final goodbye to the giant mushroom, because we're off to what we fondly call the 'Autumn Area'. Use Lanky to climb the small fungi near the iron gate, then shoot the grape switch to reach it.



Found the Autumn Area?

1 Lanky can wake the rabbit with a trombone blast. He'll hand you a **banana** after two races – the third-to-last fence is the crucial overtaking point in the second race.



2 Leap into the Tiny barrel, then play the sax on the Music Pad to access the tree stump's interior. Then just grenade the crocodiles to grab your **banana** – make sure to pocket the seed, too.

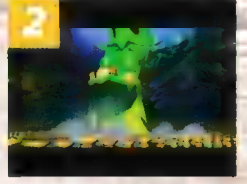


Collected the seed?



1 Back where the giant clock ticks away, use Tiny's feather gun and Chunky's pineapple cannon to unlock the path to the vegetable patch.

2 Here's where the seed comes in handy. Carry it to the patch of bare ground to the left and an odd-looking vine will grow – use the nearby barrel to reach its **banana**.



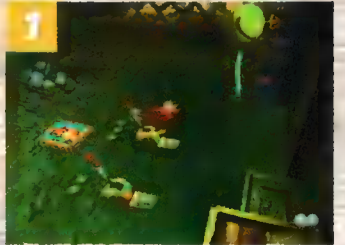
3 The Chunky barrel next to Funky's shop is ideal for crushing worm-bothering tomatoes. After, take the mutant apple to the patch of dirt in the clock room for a **banana**.

4 One last thing here – buy the Homing Ammo from Funky's shop. Now run through the blue tunnel in the clock room to locate the mill.

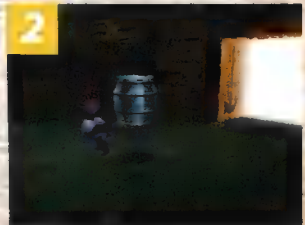


Found the Mill?

1 Inside the mill, the '?' box can be wrenched apart by Chunky, leaving Donkey free to slam the switch underneath. Behind the newly-opened gate, pull the levers in this order: 2,1,1,3,2.



2 Back outside, there's another way to get into the mill – through a rickety door that Chunky can punch through. Destroy both '?' boxes inside, then tap your triangle on the music pad. You can now secure yourself a **banana** by plonking three of the barrels on the conveyor belt.



3 Hop into the barrel in the clock room and shoot the moon switch. Ooh – it's all gone dark.

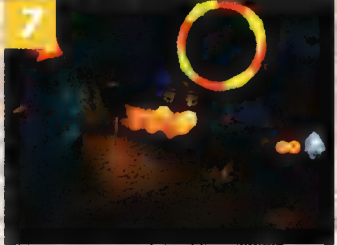


Turned Dawn to Dusk?

1 Now that it's night-time, you can reach that **banana** in the cage outside the mill.

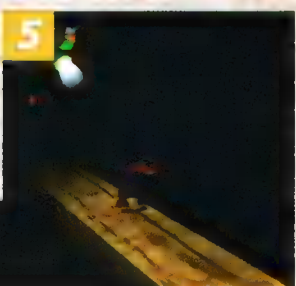


6 To open the vine-covered hedge house, slam the switch out back after hopping into the barrel for invincibility. Inside, a switch beneath a '?' box creates a vine path, leading to a **banana**.



7 Finally, revisit the Autumn Area with Diddy and play a song on the music pad. Use the barrel in the 'garden' nearby to persuade the owl to give you a ring race, and – eventually – a **banana**.

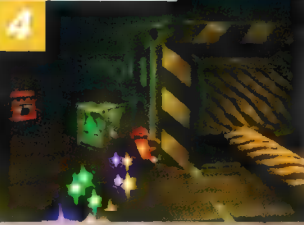
2 When Chunky crushed the '?' box, he opened a teensy door outside the mill – perfect for young Tiny. Head through and climb the crates to find an oversized spider, who'll give up her **banana** after you've feathered her in the pupil.



3 Using the Lanky pad just outside the mill, bloat the gangly ape up and float into the hole in the roof. Give the bats what for and a **banana** is yours.

4 Also on the roof is a small door for Diddy – climb the winch rope up to it. Shoot the 'ON' switch inside, then charge the 'up' button to make a music pad appear outside. Play it to reveal a **banana**.

4 Also on the roof is a small door for Diddy – climb the winch rope up to it. Shoot the 'ON' switch inside, then charge the 'up' button to make a music pad appear outside. Play it to reveal a **banana**.



BOSS!

Bananas needed: 300

The nut-so-friendly Firefly returns. This time, a fingertip clinch on the edge of the platform is needed to avoid the sweeping wall of fire, and you'll find the Chunky barrel useful for ballbouncing in size and bopping the pesky insect on the bounce with it. With just four punches, she'll snuff it.

Chunky's power-punches are too slow here – just tap B.

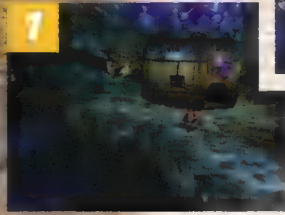


CRYSTAL CAVERNS

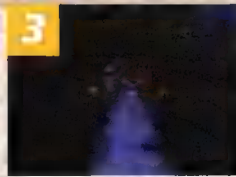
Bananas: 65

Just started?

1 To begin with, you need to track down Cranky. Leap across the river (head right for a bit to make the jump), then climb the slope on the right to find the sour old gibbon. Buy Lanky's Orangstand Sprint, Tiny's Monkey Port, and Chunky's Gorilla Gone.



2 Chunky's power-punching will make short work of the wall of ice near the level entrance. Once you're through, use Chunky's new invisibility move to grab the hidden banana.



3 Tap Z on the Barrel Blast tile just across from Cranky's shop. A banana is your reward.

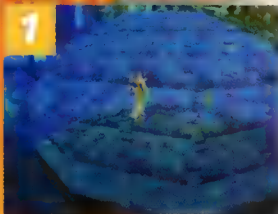
4 There's another punchable ice sheet past the Donkey Tile and to the right. Behind it, a barrel and a small door for Tiny lead to a Krazy Kong Klamour minigame and a banana.



5 Head back to where you last crossed the river, but this time around turn left and clamber up the piles of rocks. You find Funky waiting at the top, and he'll sell you Ammo Belt 2.

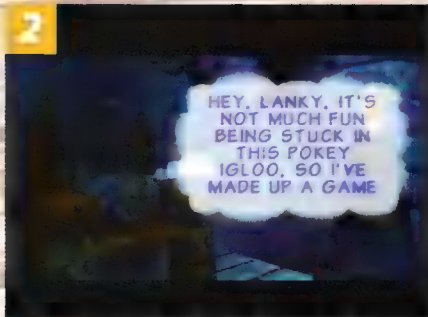


Found Funky's Shop?



1 Near Funky's abode is a Tiny Barrel sitting on a lonesome ledge. Pony Tail Swirl across the gap, then Swirl back and find the Tiny Pad through the small door – this will lead you on to a banana.

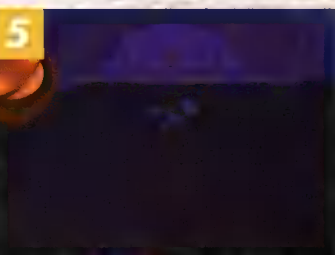
2 Head to the pretty castle nearby and use Lanky's arms to Slam the switch and force your way inside. An odd ghost dog wants to play a game – win the banana by slamming every tile he changes.



3 The other Lanky switch here flips open the castle's turret, allowing the bendy ape to float in using the Lanky pads close by. The beetle race inside will win you a banana.

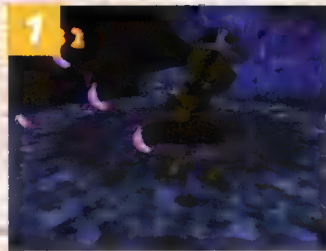


4 Only Chunky's beefy enough to lift the rock near the castle, so use him to drop it on the blue switch. With that done, smash the ice wall opposite Cranky's shop and drop the rock inside on the shifting switch.



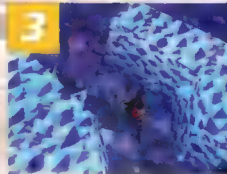
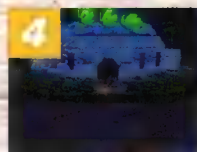
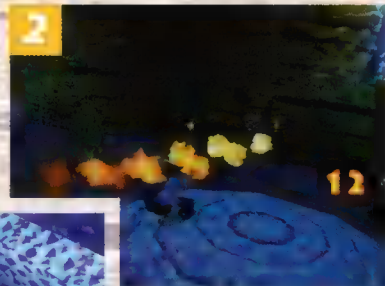
5 But where's the banana you've just revealed? Jump from Cranky's platform and swim forward to find it, rotating happily in the Igloo Area.

Found the igloo area?



1 First things first – stop that irritating viking bringing rocks down on your head by using the Tiny pad next to the big igloo. Play the saxophone to kill the helmetted one and create blissful quiet.

2 Use the Diddy barrel next to Cranky's shop to fly through the ring above the main igloo. Five music pads magically appear, allowing access to the icy mound.

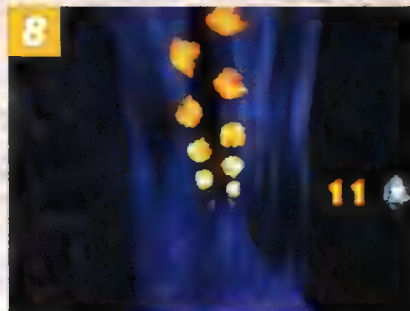
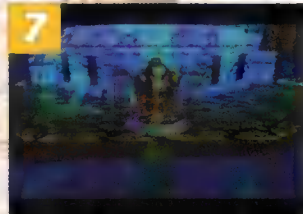


3 In Donkey's area of the igloo, walk through the spinning ice maze to procure the banana.

4 To win Diddy's banana, grab and throw the barrels in order from 1 to 6.

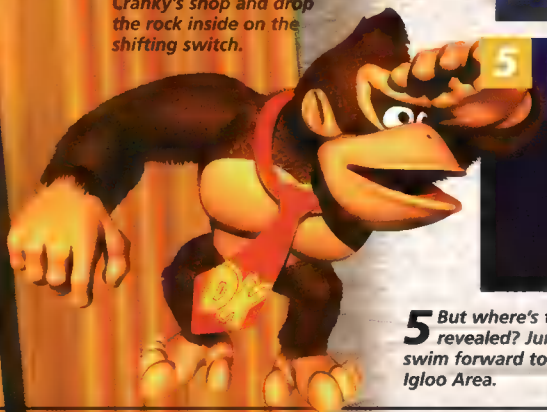


6 In Lanky's section, see off the meanies wandering the floor, then Baboon Balloon to the top of the room for your banana.



7 Lastly, you can earn a banana for Chunky by heroically smashing your fist into the rabbit-endangering fireballs.

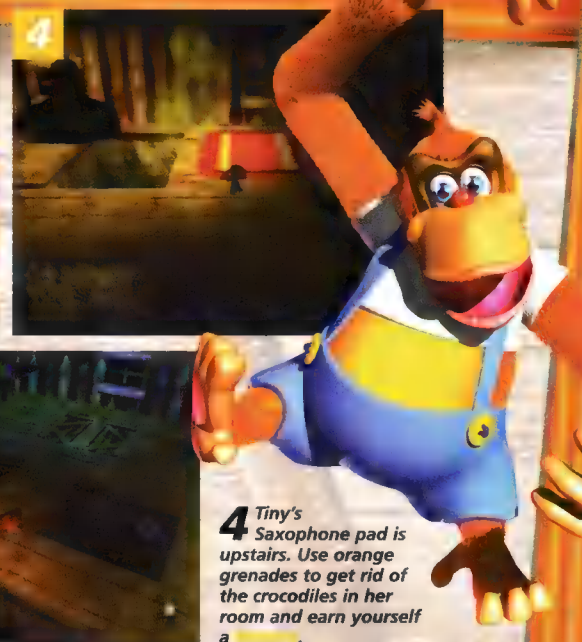
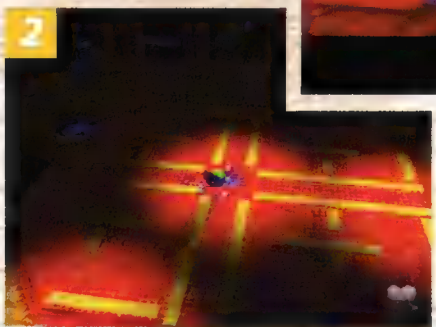
8 Grab another banana from a Mad Maze Maul minigame by hopping into a Diddy barrel and flying up through the waterfall near Funky.



Rocketbarrelled through the waterfall?

1 Find the delectable Candy next to the towering house and buy the last of the instrument and melon upgrades from her.

2 Over at the tall house, hammer your triangle on Chunky's pad and traipse inside. Perform a Simian Slam on the red-and-white pads, then press Z on the Chunky pad for a banana.



3 There's a pad here for Donkey to play his bongos on, too, which will open up a room filled with pesky bees. A banana is yours once you've dispatched them all to bee heaven.



4 Tiny's Saxophone pad is upstairs. Use orange grenades to get rid of the crocodiles in her room and earn yourself a banana.



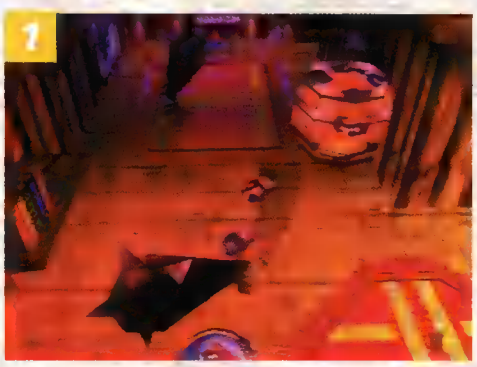
5 Next door to Tiny's door is a pad for Diddy. You'll get a banana for killing everything inside - which is easily done if you first rocketbarrel onto a corner platform and then grenade the barrel Kremlings.



6 Another pad for Diddy is hiding even higher up the house. Smack the vikings inside, Simian Spring on the pad, then light the candles with your fiery rocketbarrel. It's another banana.

Finished off the house?

1 Find the L-shaped hut across the bridge from the main house. The Lanky pad around the corner and the Trombone pad outside the door will open it up - inside, kill the vikings (wait until they lift their clubs) and use both barrels to reach the banana.



2 Another hut nearby reveals its wares when Donkey pummels his bongos. Have a few practice runs on the tiles inside and write down where the pictures are, then match all the tiles to grab a banana.

BOSS!

Bananas needed: 350

The armadillo returns, and this time he's got the odd wall of fire and a batch of homing missiles to lob at you. Use a high jump to avoid the firewall, and run for your life in a meandering way when the missiles strike. Wait until the armadillo giggles before chuching a barrel, and he'll be gone after four hits, leaving you free to open the door through to Creepy Castle.



△ The Armadillo hasn't learnt many new attacks since the first level, but the missile's a tricky 'un

GO! GO!

BONUS BONANZA

If you've been following our guide closely, you'll have a golden banana collection that's big enough to open every level, putting you in the perfect position to fill your shoes with blueprints, fairies and crowns. So, to help you do just that, here are the locations of all the bonus items in DK64. Cracking.

DK ISLES

BANANA FAIRIES:

- Use Chunky to smash the box in Factory entrance.
- Shoot Tiny's switch in ceiling of forest entrance.
- Past Tiny's second warp tile.



- On lone island with palm tree near Fairy Island.

K. ROOL ARENAS:

- Swing across waas halfway up K. Rool Island.
- Shoot mushroom in ceiling of forest entrance with correct colour Kong, revealing Chunky pad.

SNIDE'S BLUEPRINTS:

- DONKEY:** Shoot switch on wall in Heloi entrance.
- DIDDY:** Inside Castle entrance.
- CHUNKY:** Chunky punches ice in Cowas entrance.
- TINY:** Chunky smashes box in Factory entrance.
- CHUNKY:** Inside Balloon entrance.

JUNGLE JAPES

BANANA FAIRIES:

- Inside Funky's bee-shooting room.
- Above the lake through Rambi's door.

K. ROOL ARENAS:

Outside Funky's shop.

SNIDE'S BLUEPRINTS:

- DONKEY:** Inside tunnel next to Tiny's hive room.
- DIDDY:** Inside tunnel near Lanky's bee-shooting room.
- CHUNKY:** Slopey area inside tunnels.
- TINY:** Inside tunnel next to Tiny's hive room.
- CHUNKY:** In the underground cave beneath the giant rock.



ANGRY AZTEC

BANANA FAIRIES:

- Near Tiny's barrel in camel temple.
- Use barrel to enter tiny door in big temple.



K. ROOL ARENAS:

- Appears after Lanky shoots banana-carrying eagle.

SNIDE'S BLUEPRINTS:

- DONKEY:** Shoot the switches and use the barrel in first tunnel.
- DIDDY:** Use the barrel to reach the top of temple near Candy.
- CHUNKY:** Use Warp 2 in camel temple.
- TINY:** Inside tunnel linking two main areas.
- CHUNKY:** Inside giant temple.

FRANTIC FACTORY

BANANA FAIRIES:

- In tunnel next to Donkey's 'numbers' game.
- Outside Funky's shop.



K. ROOL ARENAS:

- Pull lever near Tally's Scales in room off R&D room.

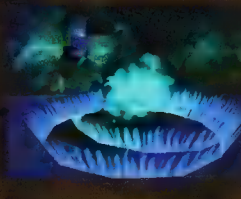
SNIDE'S BLUEPRINTS:

- DONKEY:** Past rollers at top of machine room.
- DIDDY:** Machine room floor.
- CHUNKY:** Near Kong Arena in R&D room.
- TINY:** Beneath the pole leading to Donkey Kong Arcade.
- CHUNKY:** Floor of Toy Room.

GLOOMY GALLEON

BANANA FAIRIES:

- Aim through bars in Tiny's section of sunken wreck.
- Use Chunky's Punch on treasure chest near start.



K. ROOL ARENAS:

- Use Chunky's Punch in the room beneath Cranky.

SNIDE'S BLUEPRINTS:

- DONKEY:** Treasure Room - Use Warp 4.
- DIDDY:** Covered at edge of lighthouse area. Chunky's cannonball room.
- TINY:** Use barrel near entrance to walk planks.
- CHUNKY:** Find them on top of the 'cactus' next to Candy's shop.

FUNGI FOREST

BANANA FAIRIES:

- Collect Diddy's banana in the darkseed hut.
- Wasm second '?' box in vine-covered hedge hut.

K. ROOL ARENAS:

- Fall through hole on top platform outside giant mushroom (must be night).

SNIDE'S BLUEPRINTS:

- DONKEY:** Behind vine-covered hedge hut at night.
- DIDDY:** Lowest vine floor within giant mushroom.
- CHUNKY:** Beneath Autumn Area's big tree.
- TINY:** Top platform within mushroom.
- CHUNKY:** Swing across vines inside mushroom at night.



CRYSTAL CAVERNS

BANANA FAIRIES:

- Diddy's second house room.
- Tiny's igloo room.



K. ROOL ARENAS:

- In Donkey's tips matching hut.

SNIDE'S BLUEPRINTS:

- DONKEY:** Across bridge from cave.
- DIDDY:** Use Warp 4 to access Tiny's area.
- CHUNKY:** Use Warp 5 to reach the high platform near Funky.
- TINY:** High platform near house.
- CHUNKY:** Top of main igloo.

CREEPY CASTLE

BANANA FAIRIES:

- In Donkey's tree room.
- Use Tiny to warp in ballroom.



K. ROOL ARENAS:

- Use Lanky to collect banana in greenhouse.

SNIDE'S BLUEPRINTS:

- DONKEY:** Inside the tree.
- DIDDY:** Just inside door in very bottom of area.
- CHUNKY:** Just before Warp 2 on long path.
- TINY:** Follow bottom path all the way around.
- CHUNKY:** Outside lakeside door.

HIDEOUT HELM

BANANA FAIRIES:

- Behind Banzai's/Wintendo coin door.

KONG ARENAS:

- Use Diddy's barrel to reach tip-top of machine.



NEXT MONTH...

In N64/39 we guide you through Creepy Castle, Hideout Helm and the final boss battle, and uncover the bananas left in the first four worlds, giving you all 200 golden bananas. Don't miss it!



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 - Press 1 to go back through the list
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 - Press W for Action Replay to repeat any tips you wish
 - Press D to return to Search Mode.
 - Press * at any time for help.

BACK	SELECT	FORWARD	← SEARCH MODE
1	2	3	NINTENDO 64 & PLAYSTATION CHEATS & TIPS
4	5	6	
7	8	9	
* HELP	0 ABORT	# REPLAY	← PLAY MODE

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SPECIAL INVESTIGATION

ZELDA

We collect together every smidgen of info we've got on the sequel to the Greatest Game Ever™.

INFO BURST

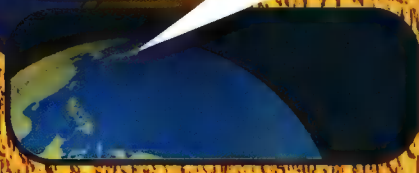
ZELDA GAIDEN	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No
WHEN'S IT OUT?	
Xmas	Xmas
March	
ANTICIPATION RATING	

Zelda Gaiden, it would be fair to say, has a lot to live up to. It's the sequel to what is arguably the finest piece of software ever created but, from what we've seen so far, with its emphasis on mask-wearing and an Armageddon-style plot, it doesn't look like it'll disappoint. We simply can't wait. And, although the PAL version of the game isn't due for release until December 2000 (and what a Christmas present that'll make!), the Japanese version is still – fingers crossed – expected to make an appearance in March. And in to tide you through the anxious wait, we've



△ Link as one of the stony Gorons, partaking in a lightning-fast race.
 pored together everything we know about the game, giving you the most in-depth and informative look at Zelda Gaiden yet seen. Enjoy!

Our Special Investigations can take us all over the world. This month, we sneaked over to Nintendo's Japanese HQ to play *Zelda Gaiden*...



THE STORY SO FAR...

We've seen the introductory cut scene to *Zelda Gaiden* – it gives you the gist of the plot and sets you up for the whole adventure. Let's take a closer look...

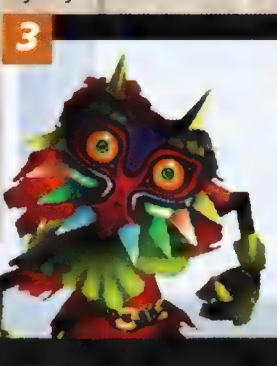


1 Link, minding his own business, is riding through the forest on Epona, his trusty steed.

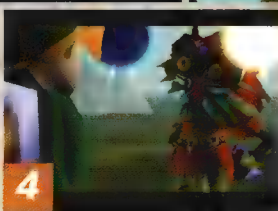
2 Our hero is quite unaware that he's being watched, though. The two fairies, Bell and Mondo, are quietly observing things...



3 Suddenly, this mysterious character – named Stalkid – appears. His real identity is a mystery...



4 He stops Link and Epona – but Link is immediately wary of this odd stranger and his funny mask.



5 The wily fiend knocks Link to the ground, leaps onto Epona, and rides through a mysterious gateway...



6 ...to an alternate version of Hyrule. Link learns the moon is crashing towards the Kingdom, and he must stop it if he's to get home. This clocktower quietly counts down the days until apocalypse...

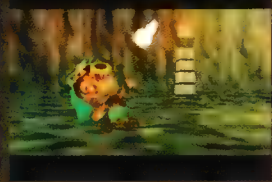
GAI DEN

MASK MAGIC

Zelda Gaiden places a huge emphasis on donning masks – far more so than in *Ocarina of Time*. Interestingly, the three 'main' masks in the game actually transform Link into a different character. There are over 20 masks to collect, the effects of which, though, are yet to be seen...

Deku Link

Wearing the Deku Scrub mask turns Link, unsurprisingly into an ugly little Deku Scrub. The main benefit (although there are more – see 'Sub Quest Adventures!') is that the mask enables Link to fire Deku Nuts from his new snout. Euurch.



△ Deku Link also has another ability – he can walk on water.

Goron Link

As a Goron, the friendly rock-eating race from *Ocarina of Time*, Link can curl up into a ball to protect himself with his now-hardened shell.



△ Not only is it protective, it enables Link to move quickly.

Zora Link

After transforming into a member of the watery race he saved in *Ocarina of Time*, Zora Link can swim at devastatingly fast speeds.



△ Trapping A allows you to swim at lightning fast speeds.

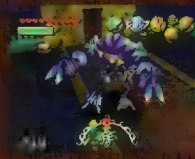
TIME LAPSE BLUES

Almost unfortunately, there won't be a simultaneous worldwide release of *Zelda Gaiden*, which is doubly annoying seeing as *Ocarina of Time* had a near-instant worldwide release, with a gap of only a couple of weeks between the NTSC and PAL versions of the game. Infused with the Japanese release still slated for March, it'll be another nine months before the English language version is completed. That's about the same as the gap we saw between the Japanese and UK releases of *Yoshis Blast*. Not good. Rest assured, though. We'll bring you the biggest and best import review of *Gaiden* as soon as we can get our hands on a copy, hopefully in a couple of months time.



EXPANDED!

Zelda Gaiden – or, as it's going to be called in the west, *Zelda: The Continuing Saga* – will feature full expansion disk support. However, unlike games such as *Turok 2* and *Yoshis Blast*, *Gaiden* will offer far more than simply a high-resolution mode. Although the graphics will be cranked up, the extra memory will be used to put more action on screen and increase the size of the game world, hence you'll be fighting as Stallis at a time, and you'll find huge forests full of individual trees.



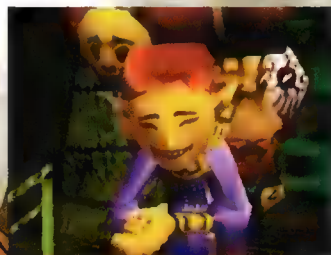
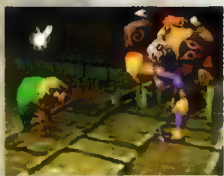
SUB-QUEST ADVENTURE!

Much like the myriad of sub-quests in *Ocarina of Time* (the most memorable of which being the gigantic search for all the Skulltulas), *Zelda Gaiden* offers plenty of mini-games and activities for you to indulge in.

Many of these revolve around wearing masks to take on extra abilities and all of the sub-quests will help you in your larger quest to stop the moon falling from the sky.

Mask Man

Look! It's the proprietor of the Happy Mask shop from *Ocarina of Time*. He's had some masks stolen by the mischievous Stalkid and it's up to you to retrieve them. Your reward? Extra time to complete your mission, and extra masks to help you succeed.



See all the different masks on his backpack? There's a lot to choose from.

Beaver Race

Much like with the Gorons, to appeal to the parallel-universe version of the Zora, Link must don the Zora mask and become one of the fish-people. Some friends of the Zora, a family of beavers, are in trouble. Link must help them collect the wood for their dam in return for a helpful artifact.



The beaver, there, is fetchingly wrapped in a dayglo rubber ring.

You're in the lead, here, but it's going to be a close-run thing.



Goron Race

The Gorons are still Link's friends in the alternative Hyrule, but in order to garner help and information from them, Link has to disguise himself with the Goron Mask and win a race. When he's transformed into a Goron, Link can curl into a ball and roll at high speeds.



The start of the race. You've got to be quick to win...

You'll be pulling off some huge jumps in the Goron race.

Deku Scrub Action

The Deku Scrubs are a cowardly lot so you'll get no help from fellow Scrubs once you've donned the Deku mask. However, the Deku mask bestows Link with special powers, not least of which is flight. This can be used in conjunction with special plants that allow Link to glide from platform to platform. Essential for negotiating your way to secret areas.



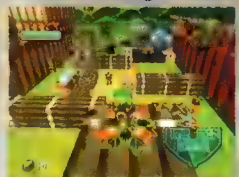
Deku Water Walking

Tremendously, Deku Link can also walk on water which, again, is dead handy for reaching more of those huge secret areas.



Deku Jump Pads

Rather like the Shock Spring pads in *Banjo-Kazooie*, certain leafy pads will allow Deku Link to jump incredibly high, as you can see here.



MUSIC MAKER

Much as it did in *Ocarina of Time*, music also plays a big part in *Gaiden*. Except that this time around, donning the various masks gives you access to even more instruments, which can be used to warp to certain places or pacify certain characters.

Deku Horns

After being transformed into a Deku Scrub, Link can play these huge horns, which bear a remarkable resemblance to the Windmill Man's in *Ocarina of Time*.



Zora Guitar

This twangy instrument, created from fish ladders, is yours once you've collected the wood for the beavers' dam.



Goron Drums

These huge bongo-style drums can be used to persuade the Goron race to help you in your quest.



LOCATIONS

Whilst *Zelda Gaiden* sports a huge number of fresh, new areas, it also contains some reworked – and almost unrecognisable – locations from *Ocarina of Time*.

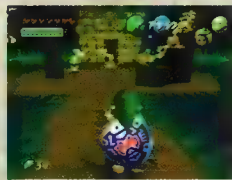
Kokiri Forest

This strange, teapot-style building stands in a twisted version of Kokiri Forest, complete with waterfall. Who it is that lives in the house, though, is anyone's guess... the alternate Saria, perhaps?



The Lost Woods

The Lost Woods is now a vast forest, complete with individual trees. Here, five Stalfos guard a deserted hut. What secrets does it hold?



Temple of Time

The alternate Hyrule also has an alternate Temple of Time. Although no shots have yet been released of the exterior, this chequered road leads right up to it.



Kakariko Village

Gripped in the midst of a harsh blizzard, Impa's beloved Kakariko Village is now a snowbound wonderland.



New Dungeon

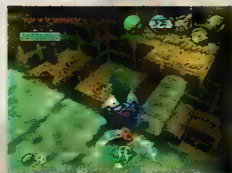
This entrance to a new dungeon is a vast and imposing affair. Where can it be situated?



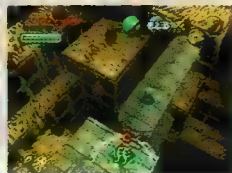
△ The highly impressive exterior of this new dungeon. Expect hours of puzzling to here...

Dungeon Interior

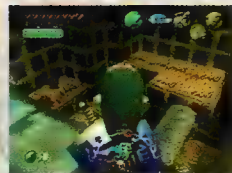
A little way into the dungeon, you'll come across this multi-platformed area, which is reminiscent of the Water Temple from *Ocarina of Time*...



△ Hmm. Plenty of tricky platform action here.



△ Link has to work out a way to get safely down...



△ But it's not going to be an easy task at all.

Dungeon Boss

This character is a mini-boss much like the two whirling dervish-style characters in the Fire Temple in *Ocarina of Time*. You'll come across him part-way into the dungeon – see how his face is eerily familiar to the carving around the entrance...



WHERE'S BIG LINK?



Zelda Gaiden is actually set before *Ocarina of Time* because, as you'll remember, Link goes back to his younger self at the end of that game. So, Big Link is nowhere to be found. Or so it seems...

Big Link Mask

Look! There's a mask for Big Link! We're not sure if this will actually transform Link into his older self (and, of course, there's no time travel involved in *Gaiden*) but you can be sure that it will be used to get certain characters to speak to you.

Time Meter

Interestingly, this new dial is also featured in *Gaiden*. It's a kind of 'sundial', but it shows you how long you have left before the moon hits the earth. Once the arm reaches the left-hand side of the dial, it's goodnight Hyrule.

CHARACTERS

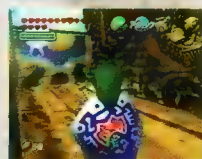
You'll be bumping into plenty of new characters in *Zelda Gaiden*, and, of course, plenty of familiar faces. But not all look as they used to – this is an alternate world, after all.

Malon

The young farmhand is seen here in older form, living in the middle of the woods. She doesn't appear to work on a ranch any more – but if you look closely, you can see her father, Talon, in the background. What's his profession this time around?



Navi?



Seeing as *Gaiden* takes place before *Ocarina of Time*, it's impossible for Link to still have Navi as his fairy companion. But Link *does* appear to have a fairy friend on some occasions. And it has been confirmed that there's a dark and evil version of Navi in the game...

Bell and Mondo

These two new characters are fairies that aren't owned by anyone, and as such, don't take orders from Kokiri adventurers. They will offer Link advice at times, though.



Koume



Blimey. One of the witch bosses fought in the Spirit Temple returns – but this time, running a

potion shop! Extra 'time' – should you need it – can be bought from the old crone.

Pixie

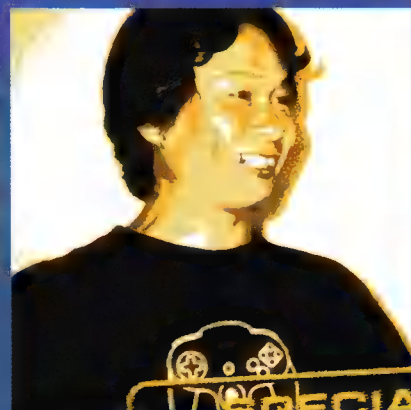
This new character is currently unknown. However, he does live in the all-new, utterly vast forest that you'll find in the parallel Hyrule, and he's the source of some potentially useful – but annoyingly vague – advice...



TO BE CONTINUED...

We'll be reviewing the Japanese version of the game just as soon as it's released. You mark our words.

He's the greatest games designer in the world, he's the man who created Donkey Kong, the brain behind every major Mario release to date, and he's answering your questions...



SPECIAL INTERROGATION



Shigeru Miyamoto

General Manager, Nintendo

YOUR QUESTIONS ANSWERED!



Q. With Mario 64, you created the first proper 3D world, and established gaming in an instant. How does a game like that possibly become old when do you think is the next step?
Chris DeLeon, Solihull

I think everybody's concentrating on what future technology will be capable of doing, and on what the game will be like using it. But, what we really need is a new 'invention'. We're currently in the stages of putting down the foundations for a new gaming experience, a new game 'invention', and



△ The still exceptional Mario 64 – the first proper 3D world. The next step for Shigsy and Nintendo is 'a new game invention'. Veccery interesting.

the technology is only a part of it. I think we are already at a stage where we have the necessary technology, but we also need to be creative with it. What we really want is to create something new and unique, and that's an area which I feel is a strong responsibility of mine. With Dolphin the creative possibilities are even more significant than with Nintendo 64.

Shigsy on... ONLINE GAMING

If it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else was doing it.



Q. You've always been associated with very strong characters like Mario and Link, but do you think it will ever get to a stage, perhaps with Dolphin, where players can be in the game?
Paul Adams, Newcastle

Mmm, maybe. Technologically speaking, it has already come to the stage where that kind of thing can actually happen. Those who are thinking of developing in this way have this sort of technology already. At Nintendo, we've already done this sort of thing in a game called Talent Studio, but I don't know whether Talent Studio can be called a game or not. Maybe it's not a game, but you can incorporate your image or your friend's image with the Game Boy Camera, and then that face can be changed in a variety of ways. That in itself is



△ The 64DD offers a form of online gaming and, indeed, can be ordered online via Nintendo.

Shigsy on... DOLPHIN



The concept behind Dolphin is going to be a kind of take-it-easy attitude: you can do this if you like, but you don't have to do it if you don't. That's how we want Dolphin to be.

Intriguing, but you can then transport these images into an animation package. It's just like making the 3D games we already do; it's the same sort of process. It's certainly an interesting idea.

Q. What do you think about online gaming? Would you like to get involved?
Jon Tottendale, London

I'm very interested in online gaming, and I fully understand why people are so enthusiastic about it – it's something everybody's always talking about. But, you know what Nintendo is about, and has always been about. It's not doing the same as every other company. So, if it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else is doing it.

Q. What ideas have you got for online gaming?
Russell Marks, Bristol

What's needed is simple entertainment. I consider Nintendo to be an entertainment company, appreciated by a wide variety of people, so, if we get involved in online gaming, it must be easy to handle and, of course, reasonably priced. And, having thought about this very many times, I don't think that online gaming has yet come to a stage where a mass audience can enjoy it – unlike videogames, which have proved entertaining for

millions of people because of their simplicity. When I look at the infrastructure of online gaming around the world, the cost for networking in each country is currently far too expensive. And, the other problem is that, if millions of people tried to go online at the same time, the host computer would go down immediately. So, what I'm saying is, yes, Nintendo are interested in online gaming, but I don't think we'll get involved with it immediately.

We are, however, carrying out some experiments: for example, Nintendo have already announced that we'll sell the 64DD in Japan through a membership-only service over the Internet, and we've also announced a system to connect the Game Boy to cellphones. When we talk about Game Boy's and cellphones we're talking about realtime online gaming.



△ The 64DD options screen. From here you can enter Nintendo's first online-ish experience. Neat.

Q. Why is there such a gap between Zelda Golden's Japanese and UK release dates?
Niall Callaghan, Leicester

Actually, that's exactly the question I asked Nintendo of Europe! No, we are developing the game with a targeted Japanese launch in the spring



of next year, and by the end of the year it will launch worldwide. We just need some time because of the localisation.



▲ *Zelda Gaiden: not exactly snazzy in looking out but it'll be with us next Christmas for sure.*

attitude again. With DVD, if some people want to make games with huge memory capacity they can, but if they don't like using the DVD format's huge memory capacity, they can disregard it. There's more freedom than on cartridge.

Q: Do you regret the decision to go with cartridge instead of CD with the N64?
Justin Decker, Ipswich

No. From a third party developer's point of view, maybe cartridge meant more of a risk for them because of the cost of that format, but we just couldn't have made such revolutionary games if we'd opted for CD.



Super Mario 64 and Zelda: The Wind Waker have been made on CD, I think because PlayStation has succeeded so much in

Q: How much of a threat do you think Sony and PlayStation 2 are?
King Oliver, Altonwood

You have to know that Nintendo has no intention of fighting Sony. What's important for us is what Nintendo can do and should do – and that's be original and unique. So, I'm hopeful that's can make games like Dolphin in a more relaxed atmosphere, regardless of the competition.

Q: There's been reports that Mario and Luigi are going to become a little 'cuddier' on Dolphin. How will this world feel when gamers start to make the game-playing experience?
James Robertson, Cardiff

Well, an older Mario and Luigi may be an interesting idea, but finally about the only comment I can give you right now. About 20 years ago, when I was making the character who'd be called Mario, games were actually played by adults as

well as by younger people, but then Mario became 'you know a little more cute' as other designers joined our team. What I'm always trying to think is how to make best use of the same character and how he might appeal to more adult audiences. I don't want adults feeling ashamed to be playing

Shiggy on... NINTENDO'S NEXT STEP



What we really want is to create something new and unique – and that's an area which I feel is a strong responsibility of mine. With Dolphin the creative possibilities are even more significant than with N64.

Q: With PlayStation 2, Sony believe they'll be able to make gamers feel emotion in games. What is your mission with Dolphin, and how will it compare with the new PlayStation?
Stephen Schultz, Wigan

Dolphin will have a Super Emotional Engine! No, that's an interesting question. The reality with PlayStation 2 is that it becomes more difficult to make games, because you've got new tools, and people expect the games to have more realistic graphics and sounds. But, Nintendo has always kind of gone in the opposite direction. We've always made a deformation of the real thing, we've always taken real life and made a slightly different version of it. I like people to read between the lines. It's not good or bad, maybe there are some developers who think it's good, maybe there are some who think it's bad. I think they're both right. Dolphin is going to be a system where you can realise both desires. The concept behind Dolphin is going to be a kind of take-it-easy attitude. You can do this if you like, but you don't have to do it if you don't. That's how we want Dolphin to be.

Q: How important do you think DVD are going to be to development?
Marcus Taverstock, Glasgow

Very important. Having said that, we actually wanted to continue using cartridge, even on Dolphin. But, DVD is something which can lower the business risk for third-party developers, so I think it's a good idea for us to look towards the optical media. It also has to do with this take-it-easy

terms of the business. It's damn, people may be reluctant in admitting this fact. But when they see the success of Zelda and the uniqueness of Mario 64, I'm pretty sure that many developers, who have only made software for PlayStation, were rather jealous, because that's something that they could never do on CD.



▲ *Shiggy represents Ninety's most important gaming mind. At the moment, he's doing the Dolphin part.*

Metroid on the SNES. As good a game as you could ever hope to play – and according to Shiggy, an N64 or Dolphin version is in the offing.

games with the Mario character in, so we're intensifying the quality of the design itself, so it can start to be appreciated by adult audiences. For example, he won't often show the V-sign next time around.

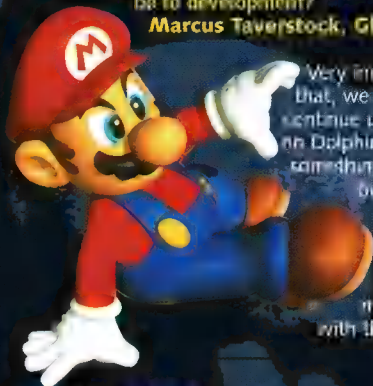
Q: Is a Metroid game coming to the N64?
Eric Wilkins, Colchester

I'm not actually involved directly in the production of Metroid, but the producer of the game has been informed that there's a strong desire for the title, and that there's been many requests coming to us, so that's really encouraging for him and for his team of people. Unfortunately, his team, and he



Shiggy on... A NEW METROID

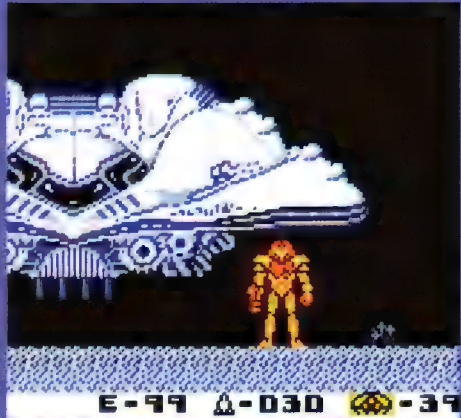
There's been many requests coming to us, so that's really encouraging... and (Nintendo) are seriously considering an N64 or Dolphin version of Metroid.



Shiggy on... PLAYSTATION 2



You have to know that Nintendo have no intention of fighting Sony. What's important for us is what Nintendo can and should be doing - and that's being original and unique.



▲ Metroid on the Game Boy. This could be perfect fodder for GB Advance. Obviously, just imagine it.

himself, have been playing a really active role in creating Game Boy games, which as you know are very popular right now, so they've been very busy - so busy that they can't think about making N64 games at the moment. But, they've received so many requests that they're seriously considering an N64 or Dolphin version of Metroid.

Q: What's it like to create a completely new character instead of having to use and re-use the likes of Mario and Link?
 Thomas: Pining, borrow

Yes, we have that kind of desire, to make new characters and new games. That's why I'm now working on a more systematic organisation for Nintendo. In other words, we were too busy making sequels to some of the original games, and didn't have the time or resources for the



▲ Link. An icon for Link's Awakening on the Game Boy. Is Shiggy creating the next Link at the mo?

development of new characters. But now we have more and more resources at our disposal. For example, the number of developers is increasing at Nintendo, so we have more power to make something new, while still making those 40000. We're also teaming up with other developers, we've already made an alliance with a team at Capcom, so they're working together with us on a Game Boy version of Legend of Zelda. And quite recently, we made the announcement that we were starting a new company with Kadane, to create new software for Game Boy Advance.

Q: If Game Boy Advance isn't going to be able to do 3D games, how will it be different enough from the existing Game Boy? Is it just going to offer better graphics?
 Gregory: Small, look.

Yes, that's a very good question, why do Nintendo have to introduce Game Boy Advance when we have the Game Boy Color? The answer may lie in the fact it is going to have communication technology inside it. Unfortunately, because those are ideas that can be imitated easily I can't give you the details. But, much closer to the launch



▲ Shiggy and his favourite N64 mag during our recent trip to Japan to speak to him. We got to take home that T-Shirt too. See you later!

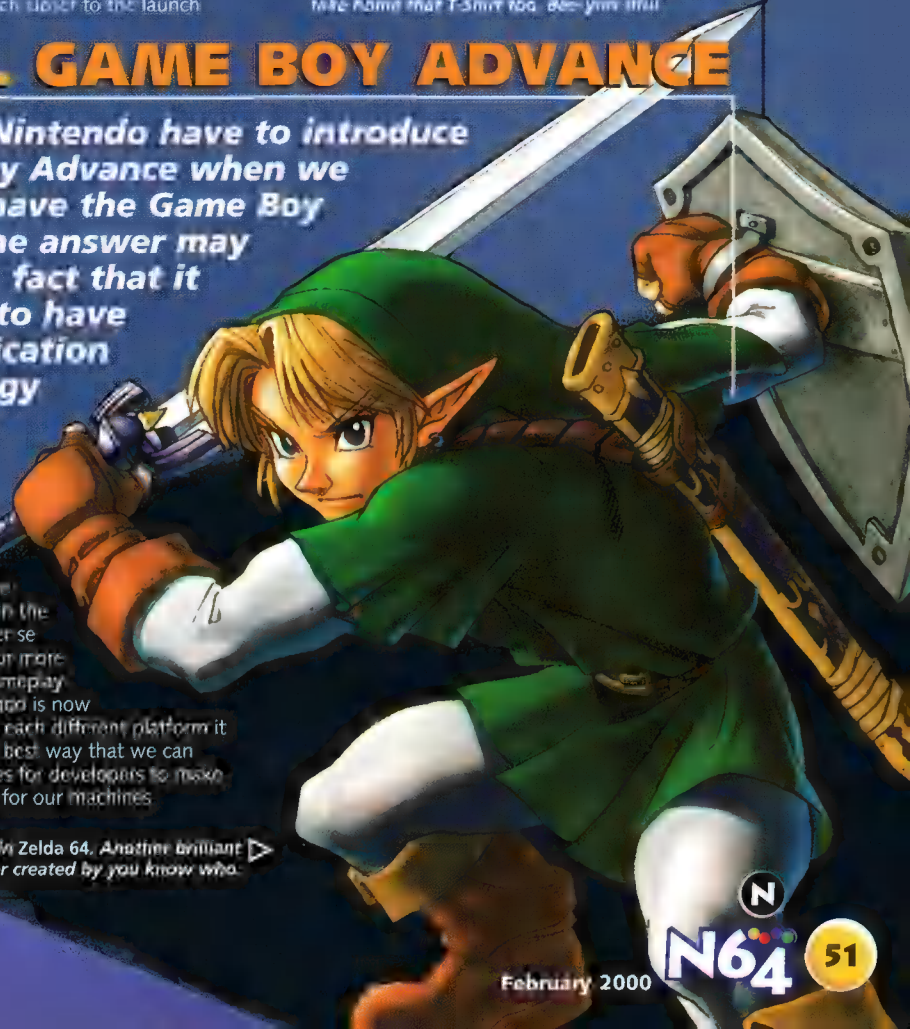
Shiggy on... GAME BOY ADVANCE



Why do Nintendo have to introduce Game Boy Advance when we already have the Game Boy Color? The answer may lie in the fact that it is going to have communication technology inside it.

date of Advance, we're going to make some announcements so you'll understand what I'm trying to say. Nintendo doesn't believe that the improvements in the hardware technology per se can gain its game creator more opportunity as far as gameplay goes. That's why Nintendo is now aggressively connecting each different platform it has. Because that is the best way that we can expand the opportunities for developers to make unique games software for our machines.

Link in Zelda 64. Another brilliant character created by you know who.

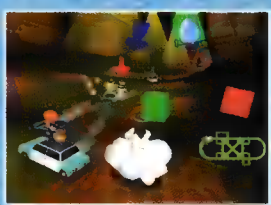


THE LATEST UK N64 GAMES REVI

N64 ARENA

Having trouble finding a game?
 Try CA Games on 0141 334 3901 and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

South Park Rally



Ace deathmatch karting – but can it possibly be better than *Mario Kart*?

GO TO PAGE 54

Top Gear Rally 2



It's back, and it's better than ever! Find out why *Top Gear Rally 2* is the best driving sequel ever!

GO TO PAGE 60



PGA European Tour Golf

Mario Golf-beater or dodgy *Waialae*-a-like? Find out!

GO TO PAGE 64



Asteroids

Crave's age-old retro update arrives in town, and it's... er, well, you know, okay...

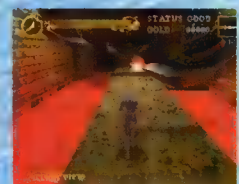
GO TO PAGE 68



NBA Live 2000

Basketball – again! It's up against Acclaim's neat *Jam* game, so is it any better?

GO TO PAGE 69



Castlevania 2

It's got all new levels, two extra characters, but is it any better than the first game?

GO TO PAGE 70

REWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM: **Nintendo**

CART SIZE: **256Mbit**

HOW MANY PLAYERS: **1-4**

CONTROLLER PAK: **not pages** X

CARTRIDGE SAVE: X

PASSWORD SAVE: X

EXPANSION PAK: X

RUMBLE PAK: X

GB PAK: X

WHEN'S IT OUT?

April **May** **Nov**

COST: **£40**

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUS AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS

What does the game do with the N64's stunning graphical power?

SOUNDS

How good are the game's sound effects and music?

MASTERY

How well does the game make use of the N64 and its incredible hardware?

LIFESPAN

Will the game last you for months or a matter of hours?

VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses



● Amazing levels.



● Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing Mario-beating Mickey Mouse action

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

90%

<p>85% and above</p> <p>Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.</p>	<p>84% - 70%</p> <p>If we award a game 70%+ plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.</p>	<p>69% - 50%</p> <p>Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.</p>	<p>49% - 20%</p> <p>Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.</p>	<p>19% - 0%</p> <p>The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.</p>
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TEAM 64

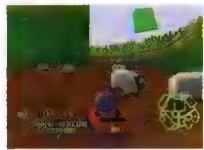
South Park Rally grabbed us by the short and curls this month – wouldn't you know it! – it went and turned us into ker-razy South Park characters! (No, really, it did – Ed)

<p>TIM WEAVER Tim's racing technique was similar to his management of N64. Duck down, hide, and hope it all goes away.</p> <p>GAME OF THE MONTH South Park Rally</p>	<p>WIL OVERTON In a Samson-like turn, Wil's radically improved hairstyle allowed him to wrench the wheel from its moorings.</p> <p>GAME OF THE MONTH Asteroids</p>	<p>ANDREA BALL Why Andrea's odd one-handed style? "I need one hand free for my big stick," she said. Yes – Andrea's stick is back!</p> <p>GAME OF THE MONTH South Park Rally</p>	<p>JUSTIN WEBB N64's resident auto expert took to racing like a duck to water. "Excellent torquel!" he cried. He has no friends.</p> <p>GAME OF THE MONTH Top Gear Rally 2</p>	<p>JES BICKHAM Ignoring the Highway Code's 'dip, don't dazzle' advice, Jes blinded his foes with a spectacularly buffed-up bonce.</p> <p>GAME OF THE MONTH Top Gear Rally 2</p>	<p>MARTIN KITTS Martin sped off at an incredible speed. "It was nothing to do with any bodies in the boot," he later claimed.</p> <p>GAME OF THE MONTH EPGA Golf</p>	<p>MARK GREEN Looking confused, Mark immediately veered into a tree. He blamed Dark Mark for glueing two fried eggs onto his eyes.</p> <p>GAME OF THE MONTH South Park Rally</p>	<p>DARK MARK Having dealt with his nemesis, Dark Mark laid deadly traps for the others. "I'm just misunderstood," he offered.</p> <p>GAME OF THE MONTH Castlevania 2</p>	<p>NEIL PEDOE Besotted mums told Neil to wrap up warm for the race. "And Dark Mark gave me this charming earring," he added. Oh, my.</p> <p>GAME OF THE MONTH NBA Live 2000</p>
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PREVIOUSLY IN N64

Our South Park Rally Future Look was back in N64/36

South Park Rally
Racing around South Park Rally's tracks is made much more enjoyable by the innocently wandering animals. They can't be killed, but give them the slightest nudge with your bonnet and, beach ball-style, they'll rocket into the air and rebound off buildings and scenery. Now we've added a Friesian cow fly, we've gone just about everything.



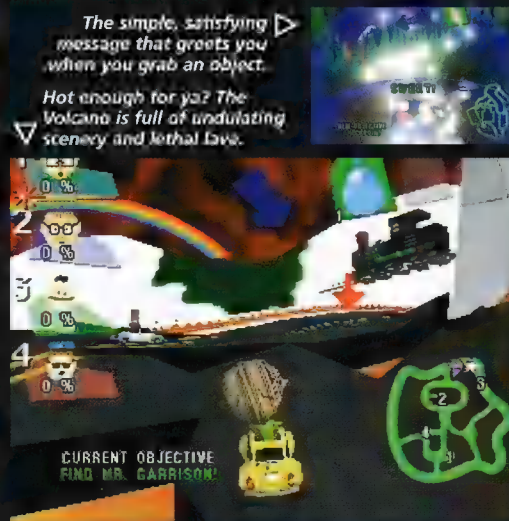
After Murder On The Orient Express, it's Death Next To The SP Express.

PLAYERS LEFT TO SHOOT
CURRENT OBJECTIVE
FIND MURDERER OR FIND BIRD



"Howdy-ho!" it's the loveable Mr Hanky. Didn't get the Christmas Number One, though, did he?

Judging from the map, Stan's got some serious catching up to do. Get that car racing, boy.



The simple, satisfying message that greets you when you grab an object.

Hot enough for ya? The Volcano is full of undulating scenery and lethal lava.

CURRENT OBJECTIVE
FIND MR. GARRISON!



- 1 LAP 2
- 2 LAP 2
- 3 LAP 2
- 4 LAP 1

4TH LAP 1 / 3
CURRENT OBJECTIVE
GIVEPRINT



Before Cartman finds Mr Garrison, he concentrates on putting his face on.

CURRENT OBJECTIVE
FIND DEATH!

Grampa races for the old people's home, but there's a shock in store.



SOUTH PA

● Acclaim create a brand new race.

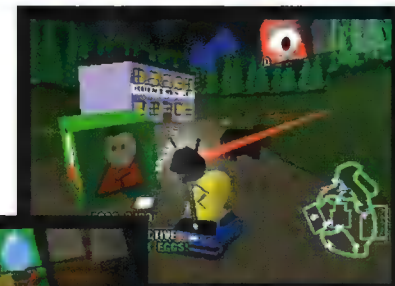
INFO BURST	
SOUTH PARK RALLY	
FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page
CARTRIDGE SAVE:	X
PASSWORD SAVE:	X
EXPANSION PAK:	X
RUMBLE PAK:	X
TRANSFER PAK:	X
WHEN'S IT OUT?	
Jan	Jan
TBA	
COST: £40	

Nintendo's *Mario Kart 64* arrived early in the N64's life, and, unsurprisingly, hasn't been bettered since. Rare came fairly close with the stunning-looking *Diddy Kong Racing*, Atlas' *Snowboard Kids* scored with its neat snow take on the theme, but otherwise titles like *Lego Racers* and – gnnn – *Penny Racers* suggest that developers should leave Nintendo-style racers to Nintendo themselves.

Trust Acclaim not to listen, though. After bringing us a South Park first-person shooter and a South Park quiz game, they're now pitting Stan, Kyle, Kenny and Cartman directly against Mario and friends in a cutesy kart racer. Except – get this! – they've decided that

they know better than Nintendo, and have thrown in a whole host of untried, untested ideas.

So, have Acclaim bitten off more than they can chew? Is it really a wise move to add your own spin to a winning Nintendo formula, especially with the valuable South Park license at stake? We shall see...



The alien weapon can send a cow to the grave from twenty paces. Instant beef stroganoff.



General rhaps as everyone races for a pair of pants. A bit like our house in the morning.



RICK RALLY

WACKY RACERS

After the disappointingly small cast list of *South Park* and *Chef's Luv Shack*, it's heartening to see *South Park Rally*'s bulging inventory of characters. Each resident racer rides a vehicle that matches their personality, so Jesus surfs on a cloud, Ike careers round in a pram, and the Chickenlover rides his van (and not, as we'd hoped, a chicken). The animation is superb throughout – the characters lean as they turn tight corners, peer over their shoulder when reversing, and adopt a suitably concussed look when their vehicle is flipped onto its roof by a waterbomb.

It's worth peeking your nose into every corner of a level if you've got time. There are invariably some race-winning power-ups stashed away in secret places, and the game is full of its best scenery for the hidden gems – the pretty, lamp-filled tunnel in Big Gay Al's level being a particularly good example. If you do decide to visit those concealed nooks, expect to find a Mr Hanky protective shield for your troubles.



Rally round

Each of *South Park Rally's* Championship races is based on calendar events, including Easter, New Year's Eve and 'Thanksgiving' – whatever that is. There's a different mission for each, as we're about to demonstrate.

RALLY DAYS

The simplest mission of all, and, as a result, the least exciting. The winner of Rally Days is the first to race over the four checkpoints in order – but, with the checkpoints positioned in the oddest of places, knowledge of the map is essential. You also need to be a bit nifty with the weapons, as a competitor who zooms off into the distance is unlikely to slow down later to let you win.



⚠️ Don't let them all over the shop. The Highway Code means loading here.

COW DAYS

This is much better. Everyone's been infected with Mad Cow Disease (don't tell the French), and the first player to hold the antidote long enough to be completely cured is the winner. It's gripping – trying to sprint away from the others when you've collected the cure is neck-tighteningly tense, especially if you're up against human rivals and their frighteningly comprehensive shortcut knowledge.

Multiple players can hold the antidote simultaneously in South Park Rally.

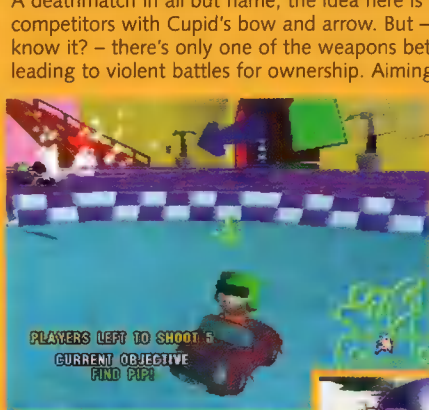


⚠️ There are several instances of invisibility in other after you've grabbed the antidote. Then there's, it's a 3rd-ranked slot.



VALENTINE'S DAY

A deathmatch in all but name, the idea here is to shoot all your competitors with Cupid's bow and arrow. But – wouldn't you know it? – there's only one of the weapons between all of you, leading to violent battles for ownership. Aiming is near-impossible – turn around to train your sights and you'll almost immediately have the bow cruelly snatched from your grasp by a pursuer. Excellent fun.



⚠️ Stan's always into Big Gay Al's (about swimming pool water) and he'll be a bit of a pain. A few moments of help are in South Park Rally – you have to cheat everyone with a little.



POWER-UP TO THE PEOPLE

South Park Rally is packed with weapons to make your enemies respect your authority. So, here's your four-point plan to a better life... by spoiling everyone else's.

SEIZE!

Mario Kart's multi-coloured cuboidal power-ups have been 'borrowed' by *South Park Rally*, but they won't always offer a collectable weapon. Terrance and Phillip fart propellers, a protective can of Beefcake, or Saddam Hussein Special are among the rewards.



SELECT!

If you do grab an actual weapon, you can store it along with two others, and switch between them all with Bottom-C. This way, it's easy to save a meaty part of your arsenal for the very end of the race, giving your unfortunate competitors something to blub about.



SNOOT!

Among the less traditional weapons are the waterbomb, which soars into the distance before creating a sparkly blue explosion, and the T&P doll, which supplies three fart-fuelled vehicle boosts. The auto-aiming alien weapon is handy, too.



SIT TIGHT!

Not all weapons have an immediate effect. Both Stan's Dog and the 'Lady Of The Night' only work their magic when they catch an opponent – at which point they'll slow the vehicle down or impair the driver's vision respectively. Try the pool of vomit, too.



SPRING CLEANING

Much the same as Rally Days 1, but the action stakes are upped by the need to keep hold of one of the three available pairs of pants (that's 'trousers') before racing over the checkpoints. This frantic race is probably the best of the lot – the entire pack stampedes towards you if you're wearing the trews, and the slightest touch is all that's needed to lose your briefs to another racer.



▲ A half-zero moment is if the wall or the hair?
 ▶ Something tells us that this is going the wrong way. Those crazy British!



READ-A-BOOK DAY

Grab the chickens wandering the streets and carry them back to a checkpoint. Although you're permitted to nudge or shoot your competitors and steal their feathered friends, this level is a fairly lonely experience. Keep an eye out for the Chickenlover's van, though – rocking it will cause some birds to come spilling out, raising some important questions about what's really going on inside.



▲ One chicken successfully 'got', plenty more to find. Get plucking.
 ◀ Mr. Garrison spends just a gangly alert. A case for the X-Files, perhaps?

I CAN SEE CLEARLY NOW

There's a useful little map in the corner of the screen, showing exactly where on the track all the players are sitting, and the location of any checkpoints or collectibles. It can be turned off, though, making for tense dogfights – the equivalent of doing away with the radar in a *GoldenEye* deathmatch.



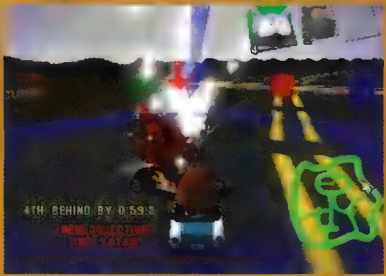
MAN ON THE TRAIL

Of all the pick-ups in the game, the 'Saddam Hussein Special' is by far the most unsettling. It causes the Iraqi dictator's beaming mug to come zooming out of the screen, ruining your concentration and being downright scary to boot. Expect Ayatollah Khomeni, Ho Chi Minh and Margaret Thatcher for the sequel.



MILLENNIUM NEW YEAR'S EVE

Hardly the most topical of calendar events – this level would have been much more relevant had *South Park Rally* not missed its original pre-Christmas launch date. This one's almost identical to the Cow Days stage, except the racers are fighting over a key rather than a BSE cure. Unfortunately the CPU racers follow a preset route when they've got the key, but otherwise this is as violently fought as Cow Days.



▲ An battle with the Dark Lord on New Year's Eve go, this threatens trial of Days.



▲ If you go down to the woods today, you're in for a surprise. If you shan't expect to see toothpaste.

It's not often someone tries something new with racing games. Since the laughably primitive *Pole Position*, with its flat track and one piece of scenery per mile, racers have always featured a simple journey from A to B. Only the odd explosive weapon, futuristic building or odd-looking car separates them.

So, it's refreshing to see Australian developers Tantalus using their South Park license to experiment a little. Initially, the exercise doesn't seem to have worked all that well – you'll probably dismiss *South Park Rally* as an annoying, unnecessarily complex version of *Mario Kart* after your first few plays – but once you've become familiar with the maps, weapons and styles of play, and then gathered some friends in the same room to share the experience with, it becomes blatantly obvious that Tantalus' dabbling with the format has paid handsome dividends.

Admittedly, the developers haven't used all their own ideas, with Nintendo's evergreen *Mario Kart* acting as the template for Cartman and co's racing adventures. The kart-like vehicles are fast and easy to handle, tracks are themed around farms, forests and snow-covered

But *South Park Rally* comes with a mission-based style that makes it as unique among racers as *Turok: Rage Wars* is among shoot-'em-ups. Levels aren't so much tracks as sprawling, multi-routed maps. There are no traditional finishing lines, and races aren't races at all, but

VISUALS South Park Rally's environments feel much, much more like a living South Park world than the original South Park game.

towns, and deliciously destructive weapons litter every course. In fact, if *South Park Rally* stayed faithful to the traditional 'Race To The Finish' format, it would be just another shameless South Park-based rip-off, à la the original *South Park* (which was based heavily on *Turok 2*) and *Chef's Luv Shack* (i.e. *Mario Party*).

multiplayer 'deathmatch' trials where the aim is to be first to shoot all your opponents, or race over four randomly-placed checkpoints, or collect scattered objects. Being handy on the accelerator is important, but success in *South Park Rally* also means polishing your map-reading skills, learning the quickest routes between



pluses & minuses



- Plenty quick.
- Top multiplayer raucousness.
- Surprisingly varied for a racing game.
- Convincing South Park world.



- A more manoeuvrable camera would have been handy.
- Racing CPU opponents isn't fun for long.

If you like this...

Mario Kart 64
Nintendo
RARE 91%
Still the best multiplayer on wheels.

8 VISUALS

Convincing environments and no pop-up make up for the relatively boxy scenery.

9 SOUNDS

Toe-tapping tunes and more voice samples than you can eat.

8 MASTERY

In places, Tantalus exploit the N64 better than Acclaim themselves.

9 LIFESPAN

Plenty to keep you occupied in one-player, and the multiplayer's a hoot.

VERDICT

An enjoyable and surprisingly successful variation on the Mario Kart formula. In a word: sweet.

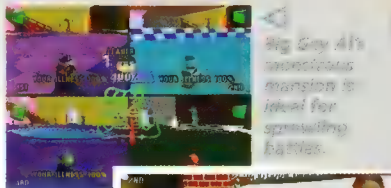
88

Multiplayer

When you tire of giving the CPU opponents what for, there's a wealth of multiplayer options to keep you and your friends busy.

ARCADE RACE

Identical to the Championship races, but any of the game types are playable on any of the maps – adding life to the otherwise dull checkpoint-based racing. Against wily human foes, every race is a treat.



South Park's police force is too busy 'kicking ass' to do its job.



areas, and using your weapons intelligently to scupper opponents' chances.

It makes for some hugely involving games. With up to six racers (of which four can be human-controlled), battles are incredibly intense, as everyone races to be first to collect roaming chickens, grab pairs of trousers, or deliver lemonade to restaurant tables. The pace is pleasingly quick – you can grab the cure to mad cow disease, only to have it snatched away again within seconds, or find yourself suddenly alone (and more than likely lost) as the pack suddenly speeds off to the next checkpoint. As a result of all this, *South Park Rally* is the first racer to come close to matching the frenetic, chaotic wheel-based thrills of *Mario Kart*. Quite a feat.

Admittedly, some of the game types aren't as successful as others. If there's a single object being fought over – such as the BSE vaccine in the 'Cow Days' scenario – it leads to a game full of superb,

ASS BATTLE

This is an all-out multiplayer deathmatch, in the vein of *Mario Kart*'s battle mode, but with the balloons replaced with four horrible pairs of buttocks. Sadly, the wide arenas don't lend themselves well to Ass Battles.



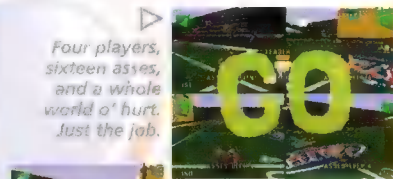
Power-ups are scattered around the arenas like unkempt, crumpled sheets at an annual Star Trek convention.

get around, and further exploration is rewarded with numerous short-cuts, a plethora of cunningly-hidden secret areas, and power-ups hidden in the most difficult-to-reach nooks and crannies. The scenery, too, varies across each level – you'll roar past snow-covered houses and trees one minute, only to be driving past chicken-filled farmsteads or hopelessly tacky superstores the next.

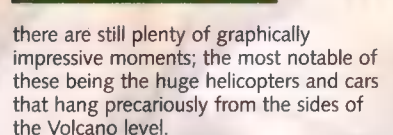
What's particularly satisfying is Tantalus' attention to detail, filling each track with totally unnecessary, but impressive, details. School buses, JCBs and tractors meander all over the track to obstruct players; high-speed express trains rocket past as you take a shortcut through a tunnel; and bunnies, cows and sheep graze on the side of the track, flying into the air when they're collided with. *South Park Rally*'s environments feel much, much more like a living South Park world than the original *South Park* game, and there are

GRIDIRON

Much the same as Ass Battle, but this multiplayer fight takes place on an American football pitch. Thanks to its smaller size, this makes for more enjoyable fights, and there are more wandering animals to run over.



Four players, sixteen asses, and a whole world o' hurt. Just the job.



there are still plenty of graphically impressive moments; the most notable of these being the huge helicopters and cars that hang precariously from the sides of the Volcano level.

Inevitably, *South Park Rally* is much more amusing when you've got some friends in your house. The computer opponents are surprisingly worthy – almost too worthy, in fact, as defeat after defeat will testify – but the races feel lonely when there are only CPU opponents up against you. There's also the problem that the computer players instinctively know the quickest route to every checkpoint or object – while you're confusedly sprinting up and down ramps to reach a target, the CPU will be whizzing over the fourth checkpoint in a row.

In multiplayer, things are much fairer. Driving ability isn't a concern, as, just like *Mario Kart*, battles automatically swing this way and that as weapons and sneaky shortcuts are employed. And there's the opportunity for you and your friends to revel in *South Park*'s unquestionably rude world, laughing at the satisfying range of weapons – fart speed-ups, a frightening Saddam Hussein face, loads of character sound bites, and rats which ruin your steering and leave blood-red tyre marks over the road after you've squished them. With just about every character from the TV series popping up, this is far more of a complete package for *South Park* fans, and offers the most well-rounded collection of characters since *Mario* and friends.

You couldn't really ask for much more than *South Park Rally*. It's patchy in places, but when it works, it does so brilliantly. *South Park* and *Chef's Luv Shack*, good though they were, had the feel of rushed, unimaginative cash-ins – *South Park Rally* has innovation, excitement, and just about every *South Park* character ever, all rolled into one package.

Nintendo should watch their backs.

MATT GREEN

LIFESPAN ● With over half of South Park Rally's 14 game types offering an enjoyable race, straight A-to-B racers start to look decidedly weedy.

weapon-heavy pitched battles. But when the task is simply to collect objects scattered all over the track – see the mutant bunny's eggs in 'Easter Day' – you'll only catch brief glimpses of your foes, making each race a lonely quest with little idea of how the others are doing. Still, at least there's a choice; with well over half of *South Park Rally*'s 14 game types offering an enjoyable race, straight A-to-B racers start to look decidedly weedy.

The eight tracks are simply brilliant. They seem over-complex at first, taking place on several levels linked by ramps and drops, and featuring scores of small areas linked by roads, tunnels and bridges. After a few test drives, though, they're easy to

whole load of incidental visual effects to make the deliberately cartoony world a bit more exciting.

It's aided by the fact that Tantalus' version of the *Turok 2* graphics engine is infinitely more impressive than Acclaim's own. There is some pop-up, but it's way off in the distance, and there's not a hint of the crippling fog that seems to have become Acclaim's must unwanted trademark. The roads, houses, hills and trees aren't particularly detailed, but *Jet Force Gemini* and *Donkey Kong* have already proved that you don't need hi-res visuals to have fun. The most important thing is that *South Park Rally* nips by at the kind of speed racing games should – and



PREVIOUSLY IN N64 We gave *Top Gear Rally 2* its first test drive in N64/37 and knew it was a winner from the start.

WHEELIE GOOD

We played *Top Gear Rally 2* with the Ascii Wheel from Agetec. It's a small, laptop steering wheel, and it works brilliantly with *Top Gear Rally 2*, thanks to some handily-placed buttons and a responsive wheel. Any decent wheel will do with *TGR 2*, but the Ascii wheel was definitely Martin's favourite.



TOP GEAR RALLY 2



Splatter mud, spray gravel and break your dump valve. It's rallyin' time!

INFO BURST	
TOP GEAR RALLY 2	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	6 pages
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗
WHEN'S IT OUT?	
Now	Feb
TBA	
COST: £40	

Top Gear Rally, then. A good game. Almost a great game, in fact. Released waaay back in November 1997, it impressed us with subtle, realistic handling, good looks and a fair turn of speed. But it was also a little bit bland, there weren't many courses to take on, and the pedestrian CPU opposition didn't put up much of a fight, simply chugging around the tracks like octogenarian sunday drivers.

It would be fair to say, then, that *TGR 2* has a fair bit of work to do if it wants to be a really, truly top-hole racer, especially with games such as *V-Rally*, *World Driver Championship* and *F1 World Grand Prix* setting such high standards for N64 racing. *World Driver*,

in particular, set a new benchmark for N64 racers and to better it, *TGR 2* would have to be something extra special.

So, can it compete? There's only one possible way to find out. Gentlemen, start your engines...

The object isn't to beat the other drivers, but to get the best time. Tactics come into play here.

Driving school

Now this is nothing short of genius. A little like *Gran Turismo* on the PlayStation, *Top Gear Rally 2* allows you to take part in up to five different licences, each of which sets out to test a different skill. It's well worth completing these

tests, as certain racing teams will be interested in you if you can prove you're a good driver, even if you haven't won any races at this point. Here's a few examples of some of the tests you'll have to pit yourself against.

POOR TYRE SELECTION/AMATEUR LICENCE (Time limit: 17 seconds)

You're given high performance dry road tyres – and you're driving on wet tarmac. Erk.



△ Not easy at all. Turning is very hard indeed.

TRACK OBSTACLES/SPRINT LICENCE (Time limit: 34 seconds)

Navigate a twisty track laden with dips and jumps. Hit ten cones and it's game over. Man.



◁ Mind your speed on the jumps, here!

HAIRPIN CORNERING RAIN/NATIONAL LICENCE (Time limit: 42 seconds)

Evil, this. Several nasty chicanes are made even nastier by heavy rain – avoiding the cones is almost impossible.



△ Take the racing line and you'll be okay.

PASSING DRILL/NATIONAL LICENCE (Time limit: 33 seconds)

Cones are laid out to help you in overtaking manoeuvres. Once again, hit them and you're out.



▽ Swerving around the cones requires good reflexes.

BRAKING SNOW/WORLD LICENCE (Time limit: 11 seconds)

Accelerate to full speed and stop completely – in the slippery-slidey snow – in the braking zone.



◁ Um, didn't quite brake in time, did we? Nope.

FINAL TEST/WORLD LICENCE (Time limit: 43 seconds)

Basically, this is a combination of everything you've learnt – but again, in the rain. The very definition of tricky.



▽ You'll never pass with driving like that.

CAR BREAKAGE

A pleasant side-effect of *TGR 2*'s emphasis on real-time damage is that you can break opponents' cars too. Ram them into a ditch and you can destroy their suspension; slam them into a wall and you could pop their tyres. Of course, you'll probably hurt your own car in the process, but it's darn good fun all the same. Especially in multiplayer...



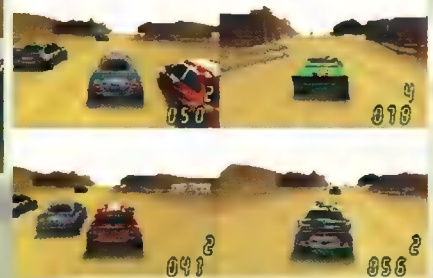
FOUR-WHEELED FUN

Brilliantly, *TGR 2* contains a fully-fledged four-player multiplayer mode, and a two-player co-operative game, enabling you and a friend to go through the main championship together. And the four-player game is probably the best example of friend-on-friend racing action on the N64; it gets a little jerky at times, but in the main, it's fast and furious. And you can always ram a friend's car and hope to break their suspension or drive trains, which adds a certain edge to the proceedings. Well done, Saffire.



△ The jungle tracks are incredibly precarious.
△ It's pretty much neck-and-neck here, but top right has the speed.

▽ The desert tracks are rattlingly fast in multiplayer. Our favourite.



MUDDY FUNSTER

Attention to detail, that's what makes *Top Gear Rally* so good. When we first started playing the game – from a third-person view – mud and rain would splatter on what would be the camera screen, if you imagine that you're looking from a camera following the car. A nice effect, but a bit odd. But then, it all makes perfect sense when you play from the first-person view, as it's splattering on the windscreen. Plum, eh?



Overtaking is always a risky business, and potentially hurtful.

There are no laps here – only 'legs' of a certain track.

Race Description: International ProSport

Check-Point 00:13.50

3

The desert tracks are best – you can slide all over the place.

Careful, there – you don't want to break anything.

The four-player mode is tremendous: fast, smooth, and pretty entertaining. Ace stuff.

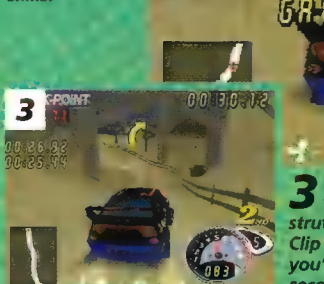
GURTCH GULLEY RUN

This race can be found as part of the World Cup, the penultimate cup in the whole championship. It's darn tricky, consisting of long stretches and some tortuous twists and turns. Let us take you through it.

1 Bad news. It's raining, turning the desert sand into mud. Luckily, the first stretch is a straight run through this shanty town.



2 After a couple of light turns, you'll come to this valley chicane; a real test of your cornering skills.



4 This is the most frustrating part of the course – an incredibly sharp chicane that doubles back on itself. Yoiks!



5 Watch out for the train tracks. Hit them at speed and you'll burst at least one of your tyres.



3 Then it's down through the struts of a bridge. Clip the fence and you'll lose valuable seconds.

6 And then it's on to the finish line – in last place! It's going to take a lot of practice to whip through this course in first place...

It has to be said, after our first playtest of *Top Gear Rally 2*, at May's E3 show in Los Angeles, we weren't too impressed. Admittedly, the version we played there was still very early, but the handling was jerky, the courses bland, and the whole thing seemed to be shaping up as a below-par re-run of the original. But what a difference six months' development makes, because the finished version of *Top Gear Rally 2* is a terrific slice of off-road racing action.

It was a brave move for original developers Boss Games (who went on to create the sublime *World Driver Championship*) to hand over the sequel to Saffire, best known at the time for a technically fine conversion of bloody beat-'em-up *Bio Freaks*. But Saffire – also behind the superb *Rainbow Six* and *Xena* – have done a bang-up job of listening to all the criticisms levelled at the first game, acting on them, and generally doing their best to ensure that *TGR 2* is pretty much everything you could want from a racing game. It's that good.

After the hard-to-master powersliding of *Top Gear Rally* and the vertical learning curve of *World Driver*, *TGR 2* provides a more accessible drive. The handling requires less concentration and focuses instead on fairly tight cornering. Of course, there's plenty of powersliding, and you'll spend a lot of your time wrestling to stay on course, but *TGR 2* is a lot more friendly to first-time drivers. The game is less of a simulation and more of an arcade racer, dumping you straight in the fast lane.

But while the handling doesn't take that much getting used to, the game is not simply about haring around as fast as you can. Saffire have included what was



pluses & minuses



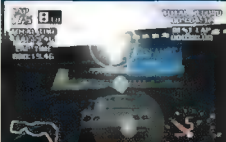
- Accessible but deep.
- Great handling.
- Fast.
- Engine tinkering
- Good four-player mode.
- Training mode.



- Can be very difficult...
- ...and frustrating at times.

If you like this...

World Driver
Championship
 Midway
 Brilliant road-based Gran Turismo-alike



8 VISUALS

Clean, colourful and detailed – if sometimes a little samey and bland.

7 SOUNDS

All the relevant noises present in fine form.

9 MASTERY

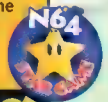
There's loads in here, and technically it's top-notch.

8 LIFESPAN

Plenty to do, plus a superb multiplayer game.

VERDICT

The best rally game on the N64, and a superb racing game in its own right. Top stuff indeed.



90%

JES BISHOP

lacking in *Top Gear Rally* – namely, performance-affecting damage and a host of car-tinkering options. Whilst the cars don't seem to *physically* take damage – the bodywork doesn't appear to take a dent – it's of paramount importance to look after your vehicle.

Every part of your car, from the tyres and brakes to the radiator, stabilizers and even the dump valve (whatever that may be) can be ruined by careless driving, and you'll notice it when you're driving. Hurtle over a train-track and you'll burst your tyres; destroy your front left tyre and you'll list to the left until you fix it; wreck a drive train and you'll have trouble with inclines; break the suspension and you'll be in for a terribly rough ride. You'll have to keep an eye on everything while simultaneously driving like the wind *and* as carefully as you possibly can.

Of course, it's possible to get your car repaired, but there are penalties. Tyres are

and prompts a lot more thought than could reasonably be expected from a racing game.

In fact, the game as a whole is a delicious mix of immediate racing thrills and deeper, longer term strategies. The more successful you are, the more sponsors you'll get (signified by the multiplayer decals on your car), and the more money you'll receive. This will enable you to upgrade components of your car, buy better equipment, and even purchase a few flash extras such as turbos and an on-board computer. And, of course, as you start to win cups, other racing teams will approach you with offers and give you access to better cars. Except it's probably better to work your way up by sticking with a lesser team, rather than constantly

MASTERY *It's fast, the tracks are well designed, the graphics are more detailed than Top Gear Rally's and there's a brilliant random track generator.*

the only parts that can be fixed during a race, if you want to put anything right otherwise you'll have to unleash the mechanics in between legs. However, this takes time which then gets *added* to your time in the next race. You'll learn to strike a balance between fixing essential components and leaving less-important areas of your car to be repaired once a race is completely over. It's a great system,

jumping ship to better-equipped teams. And that's not all. *Top Gear Rally 2* has a driving school, different weather conditions and CPU opponents who drive *properly*, making mistakes as well as being darn good. It's fast, the tracks are splendidly designed, the graphics are more detailed than *Top Gear Rally's*, and – almost inconceivably – there's a brilliant random track generator (à la *F-Zero X's*

PREVIOUSLY IN N64

We previewed this relaxing golf sim just last month in N64 37.

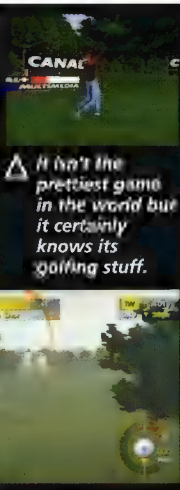
HOLE OF DOOM

Every golfing game has got at least one of them. Here, the one which gave us the worst nightmares was the 15th hole at Portugal's Quinta do Lago course. At first glance, a simple par three, but looks can be deceiving. The lake will swallow up any cautious drives, and big hitters will find their shots bouncing out of bounds behind the rock-solid green. We've seen more than a few scores of five or six over par.



△ The mysterious Goller 1 lines up a mighty tee shot.

There's a very nice house by the fairway here. Great view. ▶



△ It isn't the prettiest game in the world but it certainly knows its golfing stuff.



▽ Since when did Colin Montgomerie look anything like that?

PGA EUROPEAN TOUR GOLF



◁ The camera spins around to capture your golfer's swing.

▶ Goller 2 looks a bit like Greg Norman (in a cloud of fuzz).



● Hack your way onto the money list with Monty and the boys.

INFO BURST

PGA EUROPEAN TOUR GOLF

FROM: **Infogrames**

CART SIZE: **64Mbit**

HOW MANY PLAYERS: **1-4**

CONTROLLER PAK: **X**

CARTRIDGE SAVE: **Y**

PASSWORD SAVE: **X**

EXPANSION PAK: **X**

RUMBLE PAK: **X**

TRANSFER PAK: **X**

WHEN'S IT OUT?

Feb Jan TBA

COST: £40



△ Grass, grass and more grass. It's a very green game.

▶ The leaderboard is only used for tournaments.

Leaderboard

Soren Hansen	58K	10
Roger Wachter	58K	10
Frankie Lindgren	58K	7
Walt Chubburn	58K	7
Alan Angell	58K	7
Doc Nguyen	58K	7
John Sinden	58K	7
John McConfort	58K	7
Warren Bennett	58K	7
Sean O'Connor	58K	7

Although *Mario Golf* proved just how playable a golf game could be if it was done well, we didn't really expect to enjoy a more traditional 'serious' golfing sim all that much. After all, the N64's other golf games aren't exactly dripping with quality.

So imagine our surprise when this latest effort from Infogrames turned out to be a lot better than most. *PGA European Tour Golf* is based around the competition that the likes of José Maria Olazabal and Colin Montgomerie play in, a slightly downmarket version of

the one dominated by Tiger Woods and the rest in the States. There are four authentic courses (Quinta do Lago, the K Club, Kungsängen and Druids Glen) and three game variations for up to four players. As in every other golf game, there's a swing meter, a wind indicator and all the usual bits and pieces that go towards simulating the sport. What sets it apart from the useless *Waialae Country Club*, the only other serious N64 golf sim available in the UK, is the generally solid way it has all been put together, making it far more playable than Nintendo's own shabby effort.

The power meter and direction arrow work very well, allowing some fairly precise control over the ball. You can curl it around obstacles with no trouble at all, and by selecting the appropriate type of shot from

GOLFING GOODNESS

A serious golfing sim? What's so serious about it? Well, here's six interesting features it can boast that you won't find in *Mario Golf*.

VIRTUAL SWING

As well as the standard control system, there's another option which allows you to use the joystick as a virtual club, just like in *Glory of St. Andrews*. By moving the stick to one side and flicking it back again you can simulate a golfing swing.



Choose the X or Y axis for your virtual swing. It's very hard.

You can also select different tees. Now that's showing off.

EASY CURL

Putting curl on the ball was tricky in *Mario Golf*, but *EPGA* allows you to tilt the aiming arrow to either side so that you can see exactly how your shot will bend around any obstacles, assuming you don't mess up on your swing.



Lean the arrow over to the left to bypass the bunkers.

You can curl the ball out of this tricky situation if you're very lucky.

SHOT TYPE

Press B to bring up a menu of shot techniques which might help you out of a sticky situation. You can choose extreme backspin to stop the ball dead on the green, punched shots to power through trees or several other useful effects.



The default shot is just a straight hit. It's usually the best.

The shape of the arrow changes according to which type of shot you use.

WALKING

As if to emphasise just what a non-sport golf really is, you can choose to take a relaxing stroll around the course. It's all very pleasant and the graphics certainly look a lot better when you can't see the dodgy player models on the screen.

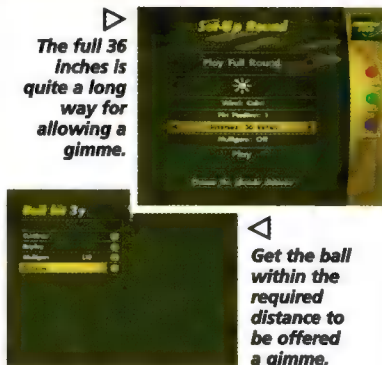


It doesn't look too bad in these shots, does it? Quite tolerable.

A walk around the course will prepare you for the hazards ahead.

GIMMES

If you select the gimme option, the computer will assume that you can make any putt within the specified distance (up to 36 inches) and will hole it for you. We suggest keeping it on, as the camera angle makes short putts difficult to judge.

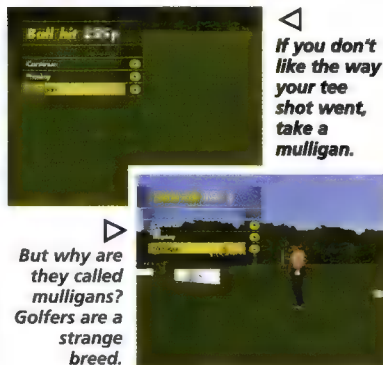


The full 36 inches is quite a long way for allowing a gimme.

Get the ball within the required distance to be offered a gimme.

MULLIGANS

If you're really bad at the game, you can choose to have mulligans (free shots) enabled. These can be activated after a dodgy tee shot, or you can have a certain number of them to play with on the fairways. For the duffest of players only.



If you don't like the way your tee shot went, take a mulligan.

But why are they called mulligans? Golfers are a strange breed.

a menu you can make it stop dead on landing, skid off the fairway or blast out of the rough. Putting is even easier since the direction arrow curls around to show exactly where the ball will roll along the

their faces through the haze of fuzziness which covers the whole screen. While the grass on the fairways looks quite good, the 2D trees spoil the appearance of the courses. When you get within a certain

would expect to see in something as technically undemanding as a golf sim.

But while *PGA European Tour* wouldn't last five minutes in the PC market, where the only thing people want from their golf games is photo-realism, it has the depth of gameplay underneath its ugliness to make it a viable choice on the N64. We had fun testing it out in the office (one embarrassed team member finishing with a shameful 19 over par after a disaster on the 15th at Quinta do Lago) which is a lot more than we can say for *Waialae Country Club* and the dismal, Jap-only *Glory of St. Andrews*. Of course there's no way we'd recommend it over *Mario Golf*, but if you've played that to death and you're looking for a playable alternative, it's really the only other option.

MARTIN KITTS

VISUALS Visually it's a bit of a stinker. None of the golfers look like who they're supposed to be.

contours of the green. In fact, all of the controls are simple enough to master after just a few holes.

The bad news is that it's a bit of a stinker as far as visual appeal goes. None of the golfers look like who they're supposed to be, even during the fleeting moments when you catch a glimpse of

distance of one it gets replaced with a slightly different, larger graphic, which makes it look like the trees are flinging their branches in the air to greet you. Very odd, indeed. On top of that, it's rather jerky too, and sometimes there's pop-up and flickering at the far end of a particularly long hole – not things anybody

pluses & minuses



- Lots of depth.
- Real golfers.
- Good controls.



- Below par graphics.
- Little commentary.
- Lacking in polish.

If you like this...

Mario Golf
Nintendo
MARIO GOLF
Cartoon golf with lots of trials and puzzle characters.



6 VISUALS

Decent looking grass, scary pop up 2D trees and unidentifiable players.

6 SOUNDS

Sparse commentary and one decent piece of music.

6 MASTERY

A lot of thought seems to have gone into the controls and options.

8 LIFESPAN

Enough holes and competitions to keep you playing for ages if you're into golf.

VERDICT

A decent golf game lurks beneath the rough exterior. If looks aren't important to you, *EPGA Golf* is definitely worth checking out.

80%

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pluses & minuses



- Fun if you love Asteroids.
- Smart multiplayer options.
- Different asteroids and power-ups.



- Endlessly repetitive.
- Ultimately tedious.

If you like this...

Light Wars
Nintendo
91%
Different asteroid fields and power-ups from the classic.



5 VISUALS

Some nice effects, but otherwise, asteroids and spaceship.

4 SOUNDS

Shockingly, there's no music, plus beepy-bloopy sound effects.

3 MASTERY

Could conceivably be done on the Game Boy.

4 LIFESPAN

The multiplayer is the only reason to play for more than 30 minutes.

VERDICT

One for retro enthusiasts only - Asteroids Hyper 64 is a tiresome and repetitive shoot-'em-up that deserves to remain only as a fond memory.

53%

PREVIOUSLY IN N64 We've never seen anything on asteroids before. Cos it's puma



MULTI METEOR

Asteroids Hyper 64 features, as you'd expect, a variety of multiplayer modes, which are all arguably more fun than the uninspiring and tediously repetitive single-player game. There's plenty of choice, including the novel Colour Clearance mode (where you have to shoot certain colour asteroids) and 'Tow-Rope' mode, where two of you are linked together and have to co-operate to succeed. Also available is a straight four-player game - where you have to destroy more asteroids than the others - and a two-on-two co-operative mode.



There are three different ships to choose from.



This is an all-out, everyone-for-themselves game.

ASTEROIDS HYPER 64

Retro fever strikes again...

First *Gauntlet Legends*, and now this. Rather than expending a little time and money on creating new and exciting games, it seems developers the world over are taking steps backwards and re-hashing the classics of yesteryear.

Which is all well and good from a nostalgic point of view, but can *Asteroids* - as fun as we all remember it being - really cut it on the cusp of the 21st century?

Gauntlet Legends, of course, is actually a fine - and heartily enjoyable - update. *Asteroids*, however, is simply a bit

tiresome. At heart, the game is the same as it's always been, complete with the rotate/thrust/fire control system, but a few flashy extras have been thrown on top to try and persuade us that it is an all-new and radically different experience. So, for your 40 quid, you get 15 different types of asteroid (including exploding ones, heat-seeking ones, Star Trek-style cloaking device ones and rock-hard crystal ones), a handful of different ships to choose between and a smattering of power-ups. The hyperspace function is still present in this version, and is supplemented by a life-saving energy shield.

It's fun for a short while, and a mildly diverting blast-fest, but the flashy extras do little to hide that fact that *Asteroids Hyper 64* is the very definition of retro - ie, repetitive and basic. Admittedly, the new asteroid types are intriguing and vaguely innovative, but we'd still rather be playing *Jet Force Gemini*. So, whilst this might bring back pleasant childhood memories of a fag-burnt Clacton-on-Sea arcade machine, *Asteroids Hyper 64* is, in reality, a bit of a waste of time.

IT'S BISHAM

INFO BURST

ASTEROIDS HYPER 64

FROM:	Crave
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	X
CARTRIDGE SAVE:	X
PASSWORD SAVE:	Y
EXPANSION PAK:	X
RUMBLE PAK:	Y
TRANSFER PAK:	X

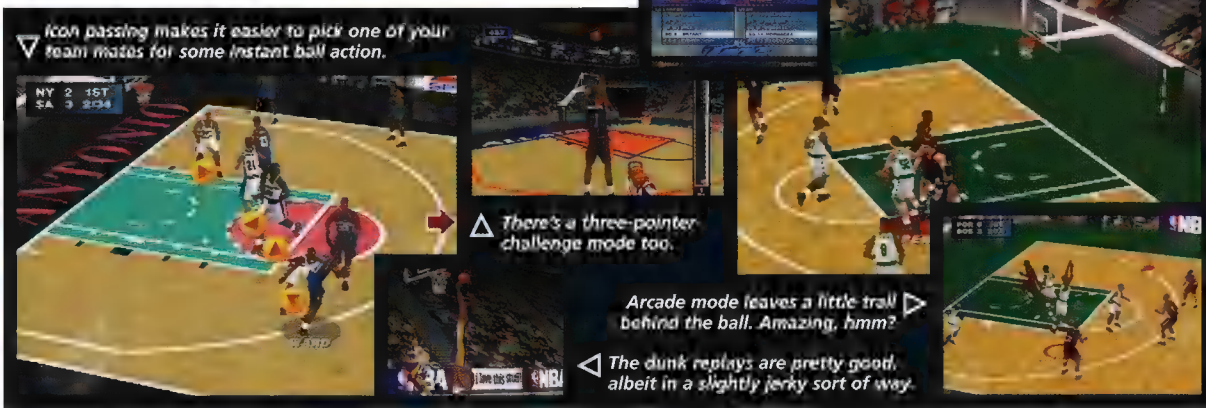
WHEN'S IT OUT?

USA	UK	JPN
Now	Feb	TBA

COST: £40



PREVIOUSLY IN N64 This is our first look at EA's latest basketball sim.



pluses & minuses

+

- It's got Michael Jordan in it.
- Plenty of different game styles.
- Facial expressions.

-

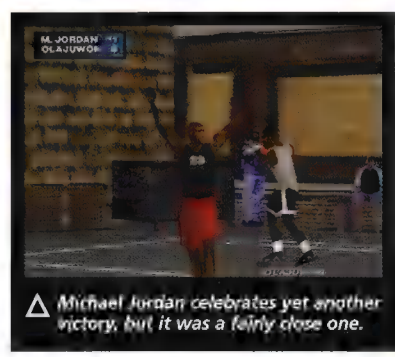
- Not as smooth as it should be.
- Not as sharp as NBA Jam.
- Perfect computer teams.

NBA LIVE 2000

His nickname's Air, he's got no hair...

The NBA's lucrative licensing deals with just about every software company in the world mean that even in the UK we've got more basketball games than our more traditional football or tennis. But what none of them have been able to boast is the approval of the most famous basketball player of all time. Until now, that is. Michael Jordan usually sits these things out, being far too wealthy to need to

bother with anything as trivial as a console game, but now that he has a few gaps in his schedule thanks to his retirement, *NBA Live 2000* represents his videogame comeback. The last time we saw him was in *Space Jam*, the game of the duff cartoon movie, and most hoop sims feature a mysterious shadow where Chicago's number 23 should be. But is the inclusion of the man himself enough to propel this game above the ordinary? Sadly it isn't. Not really, anyway. There are plenty of motion captured moves, an arcade mode and a one-on-one game, but it's difficult to control with jerky graphics. The computer teams play a faultless game every time rather than actually trying to beat you fairly like they do in *NBA*



Courtside. The players have fairly angular bodies, indicating a lack of polygons, but the game never manages to run particularly smoothly, even when there are only two of you on screen. It isn't impressive. So *NBA Live 2000* has only its star attraction to distinguish it from the crowd of other basketball games around at the moment, a fact which EA are certainly aware of. Jordan's name is all over the front and back of the box, he juggles the ball on the options screen and most people who buy this will probably go straight to the street court to try and earn the right to play as him. For everyone who isn't quite as devoted to the world's richest sportsman, there are better alternatives on offer.

If you like this...

NBA Courtside
Nintendo
NBA Live 2000
This is a smooth game. The best basketball game around.

6 VISUALS
Basketball isn't that complicated. It shouldn't be this jerky.

5 SOUNDS
Annoying hip-hop soundtrack that'll have you reaching for the volume control.

6 MASTERY
At least they've tried to cram it with replay-enhancing features.

6 LIFESPAN
Like all basketball games, completing a full season is a question of dogged persistence.

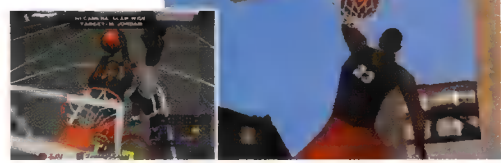
VERDICT
Dedicated Michael Jordan fans will lap it up but *NBA Live 2000* isn't the basketball game for the rest of us.

65%

INFO BURST	
NBA LIVE 2000	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	123 pages
CARTRIDGE SAVE:	
PASSWORD SAVE:	
EXPANSION PAK:	
RUMBLE PAK:	
TRANSFER PAK:	
WHEN'S IT OUT?	
Now	Now
TBA	
COST: £40	

BEAT THE CHAMP

If you want to play as Jordan, you have to unlock him by beating him in a one-on-one game on the mean streets of somewhere or other. He's ridiculously hard to score against. Getting past him is like trying to get past the boy guarding the exit to Kokiri Forest in *Zelda*. We had to settle for long range shots.

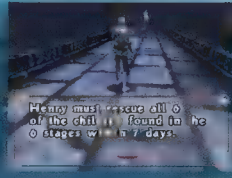


MARTIN KITTS

PREVIOUSLY IN N64 We previewed *Legacy of Darkness* in the last issue.

HENRY POOL

Henry, the hero of the first game, is back to save the world from the evil forces of Dracula. In this sequel, Henry must rescue all of the children found to be kidnapped in the first game. Henry must play through the game himself to find out...



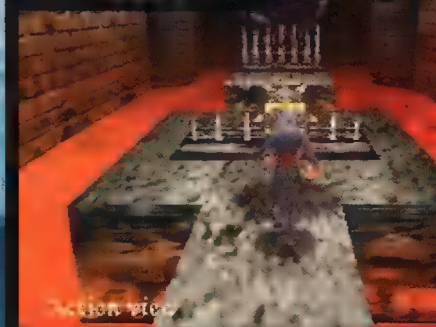
The Medusa is a swine, with loads of devastating attacks.



The Tower of Sorcery makes a re-appearance.



Inside the re-tooled Tower of execution, there's lava everywhere.



The Young Sherlock Holmes-style stained-glass phantoms return.



The level preceding the castle entrance.

Yoiks! The revolting spider-woman things attack. Yeeuch.



CASTLE LEGACY OF DARKNESS

Proper sequel or re-packaged rehash?

INFO BURST

CASTLEVANIA LEGACY OF DARKNESS

FROM: **Konami**

CART SIZE: **128Mbit**

HOW MANY PLAYERS: **1**

CONTROLLER PAK: **17 pages**

CARTRIDGE SAVE: **X**

PASSWORD SAVE: **X**

EXPANSION PAK: **X**

RUMBLE PAK: **X**

TRANSFER PAK: **X**

WHEN'S IT OUT?

Now **Feb** **TBA**

COST: £40

WEAPONS O' WAR

The two new characters, Henry and Cornell, are both privy to some fairly powerful attacks, which can be powered-up in the usual way.

Cornell

Cornell can throw some devastating energy blasts as his default B weapon and, for close combat purposes, has a vicious claw swipe bound to the Left-C button. Nicely.



△ Cornell's attacks seem to be a lot more powerful than anyone else's. He is a werewolf, mind.



▷ Henry's gun is dead useful. You can blast enemies from miles away. Very handy.

Henry

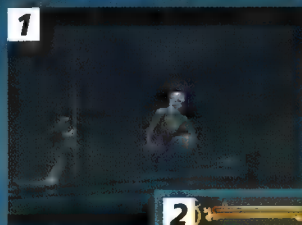
Henry, rather unsportingly for a game seemingly set hundreds of years ago, can whip out a pistol. A touch of B can eliminate opponents from a vast distance. Left-C yields a whip attack, which is much like Reinhardt's.



In the beginning...

All the characters except Henry start off in a brand-new level, called 'Foggy Lake'. Which is quite fitting, as it's actually quite foggy. Allow us to guide you through it...

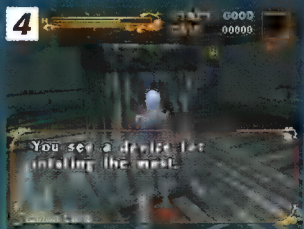
1 So here you are then, aboard a ship on Foggy Lake bound for Dracula's castle. Things, though, are never quite as simple as you'd hope...



2 As you make your way to the rear of the ship, an ugly boardman-like enemy attacks. Yikes!



3 Kill him and this guy here makes fruit baskets floating up to the main level of the ship.



4 Hit the switch to rotate the mast, clamber up on it and shimmy along to the next.



5 Do the same again and you'll eventually reach the Deck. Hey! Head down in the heavy mist and use it to enter the floor.



6 Make your way to the main room, slaughter the enemies you find there and then the room will start to flood.



7 Now the water has receded, clamber up to the platforms above you and make your way over to the exit.

8 The ship eventually sinks. Use the floating debris to jump across to the broken stone walkway...

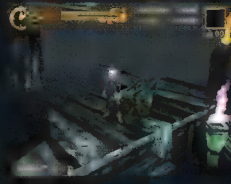


9 ...where a nasty surprise awaits. It's a sea serpent! And a big one at that.

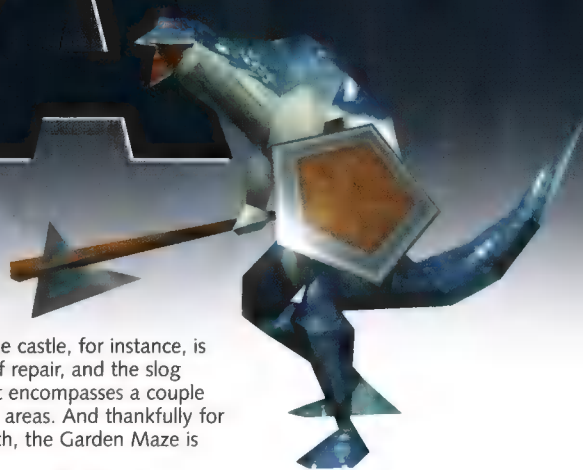


10 Avoid his clutch, though, and you shouldn't have too many problems. Once he's vanquished, head on to the mainland.

COSTUME CRAZY
Fed up of Reinhardt's gleaming silver armour? Tired of Carrie's fetching Romanian peasant attire? Fed up longer. At the character select screen, you can change your characters' costume. Except if you're playing as Henry, who seems to be devoted to his plate-armor-and-brown-woods-combo. Changing costumes doesn't actually do anything, but it's a nice little touch. Yes.



WANNABE SICKNESS



Castlevania: Legacy of Darkness is a difficult game to pass judgement on. On the one hand, Konami have – perhaps admirably – taken the time to deliver Castlevania as it was meant to be, complete with four disparate characters, each of whom takes their own dark route through the game. On the other, for those who already have the original Castlevania, the prospect of paying for the same game again, albeit with a few added extras and two new characters, is a galling and unfair one. And let's face it, it would be a brave soul indeed that would be prepared to play through the game once more with Reinhardt or Carrie – the mere thought of seeing the Garden Maze again sent Tim into a whimpering state of shock. Because – and let's be honest, here – this is basically the same game, but with two extra characters. The new characters –

Cornell, a part-time werewolf and Henry, a child-saving armoured gunslinger – are very different from Carrie and Reinhardt, and each has access to new levels (indeed, both Reinhardt and Carrie have slightly

the entrance to the castle, for instance, is in a better state of repair, and the slog through the forest encompasses a couple of mildly different areas. And thankfully for Tim's mental health, the Garden Maze is

MASTERY *Technical aspects of the game haven't been improved, either. The camera is still ineffectual and, at times, life-losingly frustrating.*

different quests too), but – and this is a big but – you'll still be seeing all the same levels you saw in the original game. Not necessarily in the same order, granted, but you will be frequently re-visiting places. Events in Legacy of Darkness are set eight years before the original's, so some of the scenery is different. The stairway in

also devoid of Chainsaw Eddie and the indestructible Ghostbusters dogs. But there's heavy repetition here, and simply not enough fresh stuff to warrant wading through the game's more tedious areas again. Even most of the shocks from the first game are present and correct – the same wall-scuttling vampire in the



pluses & minuses



- Great atmosphere.
- Four characters...
- ...and four adventures.
- Spooky at times.



- Drab.
- Game levels are recycled for each character.
- Awful camera.
- Nasty jumping.

If you like this...

Shadowman

Acclaim
N64/32, 93%
Much more gruesome, and far, far better 3D adventure.



7 VISUALS

Look closely – past the drab colour schemes – and they're actually quite good.

8 SOUNDS

Great cinematic and orchestral soundtrack and suitable effects.

6 MASTERY

There's plenty to do here, but technically, *Castlevania* isn't too impressive.

7 LIFESPAN

Four characters, if you've got the patience to play with them all.

VERDICT

More of the same really, but *Castlevania: Legacy of Darkness* is still an entertaining, but flawed, vamp-filled romp.

75%

MONSTER MUNCH

Bosses. We love 'em. So here's a couple of the best ones that we've found in *Castlevania: Legacy of Darkness*.

Medusa



1 Straight out of *Clash of the Titans*, she is. Watch out for the snakes on the floor that cling to you.



2 Medusa will always try to crush you in the coils of her tail, which is never a pleasant experience.



3 And finally, if snake hair can turn you to stone with just a glance, it's not nice, but it won't kill you outright.

Harpie



1 A bit like Jason and the Argonauts, this. Use of the lock-on is essential here, as the misty harpie likes to fly high above you.



2 Watch out for the three projectile attacks: gusts of wind, lightning bolts, and razor-sharp feathers.

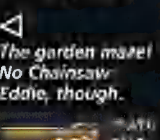
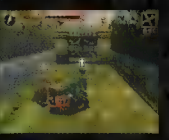


3 And finally, don't let her get above you; the Harpie will swoop down, grab you in her talons and drop you from a great height.

Henry has to save six children in seven days. Or it's game over, man.



Ride the platforms to get to the next area. More jumping, here.



The garden maze? No Chainsaw Eddie, though.

Cornell has to find a certain young boy named Henry.

Plenty of pixel-perfect jumping, here. It's not easy and not much fun, either.

The Silverback Skeleron. Yea, you have to fight him all over again.

entrance to the lodge attacks, despite the supposed eight-year gap between characters. Yawn.

We're sad to say that the technical aspects of the game haven't improved, either. The camera is still ineffectual and, at times, life-losingly frustrating. In fact, it now seems downright atrocious, in light of *Shadowman*'s sterling effort. The lock-on, whilst still helping you to target enemies in your immediate view, is hopeless if you're not facing them, and the general rubbishness of the camera – especially in the boss battles – makes accuracy a nightmare.

The graphics, too, remain much the same: drab, brownish-grey in colour and very foggy. Look closely and everything is actually quite nicely detailed – it's just all lost in the smothering relentlessness of the dreary colour scheme. Some of the animation, mind, is quite impressive, and the bosses are as startling as ever – especially the hideous Medusa and the dive-bombing Harpie.

But there's also still plenty of the horrendous pixel-perfect jumping that

marred the first *Castlevania*; another element of the game which the camera once again conspires to make as difficult as humanly possible. It just decides to lock in the most unhelpful position possible, so that you can't even manually get the most helpful view. Nasty.

impressive. In the meantime we've had *Shadowman* and *Resident Evil 2* on release, both games that simply do their own respective things far better than this does. Ultimately, as a 3D adventure, *Castlevania: Legacy of Darkness* is looking a little dog-eared.

VISUALS Look closely and everything is quite nicely detailed – it's just lost in the smothering relentlessness of the dreary colour scheme.

It may sound like we're being overly harsh on *Castlevania: Legacy of Darkness*, but it simply seems incredibly dated now, and, if truth be known, we're very disappointed. It's still a solid game – despite its faults – and can be heartily enjoyable at times, but this 'special edition' should really have included more to warrant the £40 price tag. A year ago, when the first 64-bit version of *Castlevania* was released, the market was very different and so this was a mite more

So, we'll wager, unless you really, really enjoyed *Castlevania*, you'll be passing this one by. However, if you missed out the first time around, this could be your chance to own the proper, completely finished, definitive version of this fun but undeniably flawed game. And as for us? We'll just keep our fingers crossed and wait for the Dolphin version to be announced. Now *that* should be something...

JES BICKHAM

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The videogame magazine

January 2000
Issue 15



Arcade

PlayStation Nintendo 64 Game Boy PC Dreamcast

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NEW GAMES
UNVEILED
INSIDE!

132 pages of
New York Nutters
Driver 2
Normski
Metal Gear GB
Euro 2000 Results
Movies
Music & More!

QUAKE 3
Spill your guts
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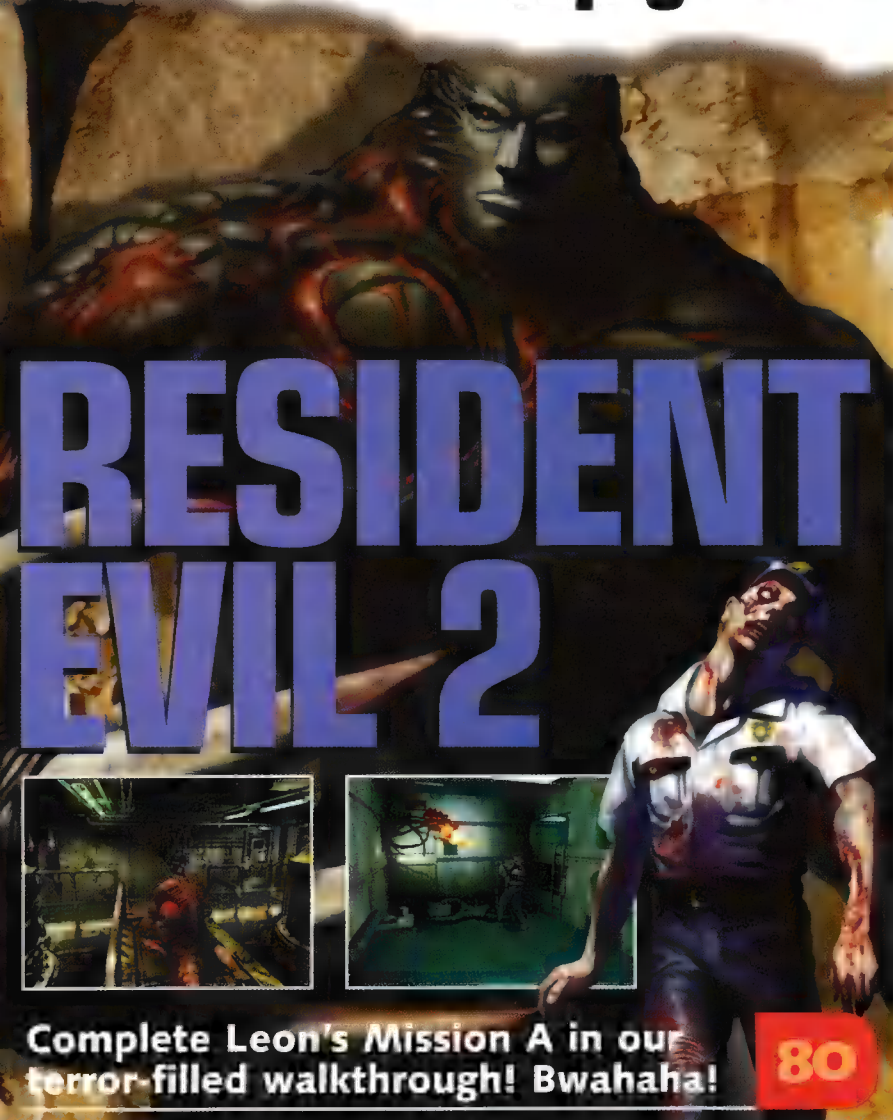
Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS



Club 64

This month's top guide:



RESIDENT EVIL 2

Complete Leon's Mission A in our terror-filled walkthrough! Bwahaha!

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The latest games – tipped to the max, boy!

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The last time you'll see Skill Club like this before... oh, no, we won't say yet.

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Club 64 MAILBOX

Club 64, N64 Magazine
30 Monmouth Street,
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Fax: 01225 732341,
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Each month, the N64 Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).

All other letters printed win a prized N64 badge!



Dolphin ideas, N64 fighting talk, a *Rainbow Six* blunder, *Final Fantasy* dream, and *Grog Monsters*' soap cameo – it's your letters.



'My ideas'

Here's my ideas for what Dolphin might be able to do, and what it might look like.

Matt Nguyen, Poole

Top quality. The DVD player that slots out from the N64 is absolutely fantastic (if slightly pricey to make, we'd imagine), but the design is swish and compact. Nintendo take note. Ed

DVD PLAYER

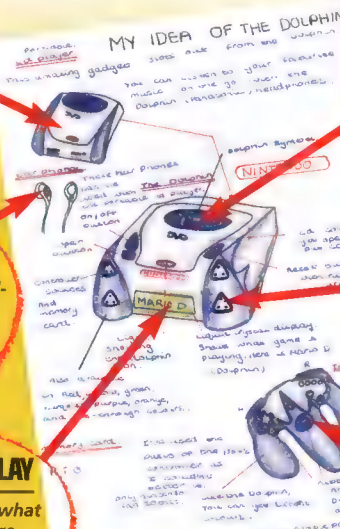
This detachable DVD player allows you to watch films on the bus.

EARPHONES

These will be sound-specific – allowing you to hear individual sound effects and music.

LCD DISPLAY

Shows you what game you are playing, and how far through you



DOLPHIN CONSOLE

The actual console: an 128-bit monster with DVD and that Gekko processor.

CONTROLLER PORTS

Triangular instead of round, there's four default ports, and the option for a multitap.

CONTROLLER

Slightly tweaked version of the Nintendo 64 controller.

'Personnel'

I could have sent this in to Correction Corner, but it's probably a bit long, and it's more for the purposes of your general all-round education than anything else. First off, in N64/35's *Rainbow Six* review, you said Tom Clancy's novel was 'over 1000 pages long' when, in fact, it's only 897.

Then, you remarked that although the game is called *Rainbow Six*, you can only get to use four team members at a time.

That's because the Six in *Rainbow Six* is leader John Clark's codename. It's got nothing to do with how many soldiers are under your command!

Stuart Holden, Aberdeen



Thanks for clearing that up. Our general all-round education has been much improved. Ed

Correction corner

So who have we got to tar and feather this month?

In the Game On section of N64/35 on page 102, there was a challenge for *Pilotwings 64* called Mercat Hawk Mayhem. So, why oh why on earth did you decide to put a picture of Falco Lombardi next to the screenshots?

David Clack, Kent

Realise we like him. Ed

Could someone tell me who the Werp was who, on page 31 of



N64/35, said that Pinsir is only available in the *Pokemon Blue* version when, as everyone in their right mind knows, you can actually catch him in the Red version.

Daniel Sutton, Bedford

Martin's just making a note of your address. Ed

In the top five 'Good to be Bad' chart sent in by Simon Clark which you put in the Club 64 Directory of N64/35, you put *Super Mario's* Buddy Bowser in at number four and then had a picture of him in *Mario Kart*.

Ciaran Leyne, London

Claw that must be her, when he appears in both these. Ed

Whilst looking through N64/36, I had to stop and gasp at the sight of an FTWGP2 screenshot at the top of the *Rogue Squadron* I'm The Best league table on page 106. Shocking!

Lee Carhill, Wolverhampton

Shocking indeed. We'll get necessary right now. Ed



'Pressure'

I'm a massive Nintendo fan, and it hurts me when people say that the N64 hasn't got any good fighting games. It has. *Mortal Kombat 4* and *Smash Bros* are both excellent. The N64 just hasn't really got a beat-'em-up like *Tekken*. But, if there's one company that could really create a *Tekken*-beater, it would be Rare –



BONUS LETTERS

You want computers to go away? Well, don't ask, because you might just receive.
Ben Lafferty, Liverpool

I am King of Nintendo.
Mohamed Hamadaoui, Southampton

Can you please tell me what he's going on about?
Andy Pallett, Cheshire

I'M JUST SO HAPPY ABOUT THE RELEASE!
Stewart Taylor, Woking

I have a horrible taste on my tongue.
Gareth Howe, Northern Ireland

The Romans made Bath. Do you get my joke?
David Jones, Wales

Tim Weaver. Traitor or genius?
Sean Hughes, Ireland

Don't save your game!
Richard Dyson, Manchester

I just wanted to say: 'Votre magazine see le meilleur au le monde entier et pron qui ne pas être d'accord avec moi aux de sucer au concombre.'
Chris Horner, Northern Ireland

Do you think I should beat up my brother?
Jade Broughton, Wales

If that's not non-linear, what the heck is?!

Send your questions to:
Sam Hartland, North Yorkshire

make way. It's not to do with how Nintendo have handled the N64, but rather more about Dreamcast being only a couple of months old. You'll find, when Dolphin launches, Dreamcast will be given less shelf space. On from that, at N64 we actually thought Christmas was a stonking success for Ninty. Over 30 games, at least ten of which you should have in your collection? That's pretty impressive, whichever way you look at it. Admittedly, Nintendo have never been that great at getting behind the European cause, but they're so much better than they were, and in recent months there's been a marked improvement in pricing and marketing (anyone seen the ace Jet Force Gemini advert?). Sony have provided unexpected competition for Nintendo and that can only be good for Dolphin, as The

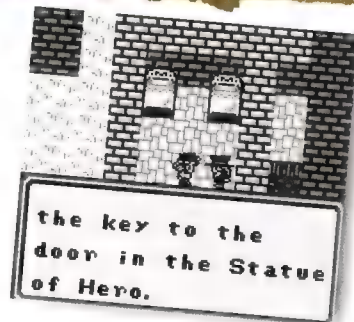


Big N will be much more ready to put up a good fight. **Ed**

'Game hunting'

I was going game hunting for my N64 when I came across some old Game Boy games, and to my astonishment I saw a copy of *Final Fantasy* among them. I didn't realise these games ever came to a Nintendo machine, and it brought to mind a question: why haven't Square ever brought their *Final Fantasy* games to the N64? I mean, it could be absolutely fantastic.
Scott Russell, London

There's a couple of stories surrounding this Eastenders-like soap opera. One is that Square left Nintendo's stable after a hefty falling out over cart production, while the other account has it that Square departed Nintendo's formats, perfectly amicably, to develop for Sony because the PlayStation offered the chance to do reams of FMV. And as we've seen



the key to the door in the Statue of Hero.

in recent FF games, FMV is an integral part of the Final Fantasy experience. As for us, we'd go with the second story, and would expect to see Square up and running with an FF game on Dolphin. **Yep. Ed**

'Home and Away'

On November 19th, my Mum and I were watching Home and Away (maybe Andrea was watching as well – she's a bit Mumsy), when I spotted a kid playing an N64. Then, a bit later another kid asked to borrow an N64 game called Grog Monsters.
Tim King, Doncaster

Ah, Grog Monsters. Whaddagame. **Ed**

So tell me this

Do you think Rare will ever consider doing an N64 update of NES classic, RC Pro Am?
Ben Dickinson, Liverpool

Unlikely. But here's a fact: before it became Diddy Kong Racing, Rare's kart-based animal-fest was actually called RC Pro Am 64. **Yup.**

1. How effective are converters?
 2. Can they cause any harm to your N64?
 3. What's happened to your Ask Shigsy feature?
- Peter Buckley, Leicester**

1. It depends on what games you use them for. Generally, new Nintendo titles have such expert security there's little point in trying, but a new converter could probably get you access to NTSC

2. carts from, ooooh, December '99 back.
2. Nope, not at all.
3. Funny you should ask. If you flick to page 48 of this very issue you'll find Shigsy answering your most probing questions. How about that?

What's the situation now with Die Hard 64? Is it really 'on'?

Duncan Sanderson, Isle of Wight

No, we don't think so. It was mentioned by 'other sources' as being in development, but that's complete cobblers. Fox, developers of the PlayStation game, said they might consider it. Don't expect to see it on the N64 any time soon.

1. What's happened to Mortal Kombat: Special Forces?

2. When's Bomberman 64 coming out here?
- Beauford Haynes, London**

1. The big 'C' – cancelled. At least for now. The first game in the series, Mythologies, got the sort of reception Satan would expect in the Vatican – which would explain it.
2. Spring time, we're told. Apparently, it's a real return to form, with better one-player missions and old-fashioned multiplayer deathmatches. It's scored well in Japan already.

I read with interest your mini preview of Mission: Impossible 2 last month, but you didn't seem entirely sure that it would happen. Can you clear this matter up?
Sam Hartland, North Yorkshire

This is an interesting one. Infogrames last year confirmed that Mission: Impossible 2 was in development, using the Outcast engine and would be released alongside the film near the end of next year. But, just before last month's preview went to press, they seemed less sure. So, either it's not coming, or more likely, they'll make it for Dolphin.

1. Any news on Turok 3?
 2. What are the 'secret projects' that Iguzna UK are working on, do you think?
- Tony Rowley, Lincoln**

1. Watch this space.
2. Our guess is another comic book creation.

Send your questions to:
So tell me this... N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

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DREAMCAST'S ULTIMATE GAME REVIEWED INSIDE!

THE LATEST GAMES
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GRAN TURISMO 2



1000 CARS! 24 TRACKS! GET IT IN!

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CRAZY TAXI

PLAY THE ARCADE CLASSIC ON YOUR DREAMCAST!

REVIEWED!

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- SEGA VS NAMCO
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ISSUE #91



REVIEWS * TIPS * PREVIEWS * NEWS * 132 PAGES * COMPETITIONS

HOW TO...

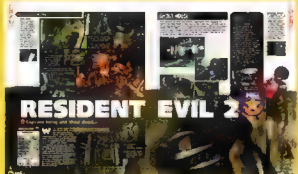
beat Leon's mission A in

RESIDENT EVIL 2

Zombie-blast your way through Capcom's super-scary blood-fest...

by Daniel Glenfield

WHAT WE SAID



We reviewed *Resident Evil 2* in N64/36 and this is what we concluded:

"This flawless conversion is scary, deliciously gory and utterly gripping."

90%



It couldn't be done on the N64 – pah! *Resident Evil 2* arrived just after Christmas (due to an unforeseen slippage) looking bigger, better and beefier than ever before.

With 512MBits of FMV-led power, and screen after eye-bleeding screen of litres horror, it had PlayStation owners making on in startled disbelief at its zombie-fuelled terror. But, as had always been the case with *Resident Evil* games, it's not just a simple case of turning up, popping a few 'caps' and winning the day. Nope, it's a wholebeats lot more difficult than that. So without further delay, here's how to complete Leon's mission A game.



△ Aim the shotgun up and – BAM! – he's the headless corpse man.



△ These Edgar Allan Poe-style crows are a real liability.

Just over four minutes to see that monster off. Erk.





1 FROM THE START



1 Run to the gun shop, and pick up the **BULLETS**. Try to save the shop owner from the zombie attack and take his **SHOTGUN**.

2 At the Police Department go through the left door for the **BLUE CARD KEY**. Use it on the computer to unlock the side doors. Through the nearest door is a safe, guarded by some mumblin' blood suckas. You'll find the combination in one of the files you've picked up.

3 Take the **SMALL KEY** from the room with the magic mirror and use it to unlock the drawer in the room with the chest. Past the lickie open the double red doors and use your Lighter on the fireplace for a **RED JEWEL**.



4 Push the bronze and marble statues so they face each other to release another **RED JEWEL**.

5 In the S.T.A.R.S. office grab the **FIRST AID SPRAY, SHOTGUN, BULLETS, UNICORN MEDAL** and by continually searching the ransacked desk by the S.T.A.R.S. poster you will find some **FILM**. Once you've spoken to Claire you

7 Push the steps along and get the **CRANK** on top of the cupboard. Upstairs, past the S.T.A.R.S. office is another locked door. Use the key to access the library.

can go back to the very first room of the station.

6 Put the unicorn medal in the statue for the **PRECINCT KEY (Club)**. Use it to open the door where you fought the lickie.



2 ON THE FIRST FLOOR



1 Go up the stairs, fall through to the rink and switch on the power. Fire up the buzzsaws precisely and retrieve the **BISHOP PLUG**.

2 Pick up the **SMALL KEY** from the waiting room and run back through the library. Open the drawer for the **HANDGUN PARTS**. Go upstairs in the library and behind the door on the right you can use the vault. Hurry back to the waiting room when you got the key from

3 Run past the crows and the helicopter to the zombies. They're guarding the **VALVE, BULLETS, and INK RIBBON**, which you need to collect. Near the downed copier use the valve to put out the flames. You can now get past its front near the waiting room.



Use the red jewels to get the **KING PLUG**. Pick up the **PRECINCT KEY (Diamond)**, **INK RIBBON**, and **SHOTGUN SHELLS**.

4 Unlock the interrogation room (on the other side of the magic mirror) and find the **FIRST AID SPRAY, CORD, and ROOK PLUG**. A lickie will smash through the glass so escape through the door. Open the locked door near the dark room. Search for the **FILM** and **SHOTGUN SHELLS**.

5 Back in the office meet up with your friend from earlier and kill him. Get the **PRECINCT KEY (Hear)**.

6 Open the locked door near the safe at the beginning. Use the cord to close the shutters and snatch a few **SHOTGUN SHELLS** from the shelf before going down. Enter the room to



the shelf before going down. Enter the room to your right and find the power regulator. Flick the first two switches up, the next two down, and the last one up to set the level at 80. Take the **B1 MAP** and **HERB**.

3 OUTSIDE THE STATION

1 Push the truck in the parking lot with Ada Wong and look right for a **HERB**. Talk to Ben and take the **MANHOLE OPENER**. Use it near the skinnies and whip out the shotgun to deal with the spiders in the sewer. Take the three plugs from the chest, insert them in the security panel you find in the next room and leave.

3 Back at the Police Department you can now unlock the green door near the interrogation room. Step inside to find some **FILM** and a **FIRST AID SPRAY**. Light the stove and turn on the faucets in this order: 12, 13, and 11 (Queen, King, and Jack you see?). Your reward is the **G.COGWHEEL**.



5 Once your stomach has settled down after the horrific cut scene, run to the power supply room (where you set the meter at 80) and unlock the autopsy room nearby. Get the **RED LAB KEY**. Open the weapons locker nearby and take the **SUBMACHINE GUN** and **SIDEPACK**. Run upstairs (where the shutters are down) and unlock the door. Here you'll find **SHOTGUN SHELLS** and the **MAGNUM**. Before you insert the knight plug with the others save the game and take out the valve.

2 As Ada, kill off the dogs and go right to find an elevator. Pick up the **SHOTGUN SHELLS** (it can will appreciate them) and go back to the area above. Open the door, push the crates into a line, and use the water to get across and get the **PRECINCT**



4 Go through the library to where you brought down those steps with the crank. Insert the cog and take the **KNIGHT PLUG** before jumping down the shaft.



4 HOW TO... AVENGE BEN

As long as your health is okay you'll have few problems with this creature, so long as you stand your ground. With a fully-loaded shotgun repeatedly blast him with shells, knocking him back a few steps and away from you with each hit. So long as you keep this up the monster can't touch you. As for the smaller creatures he sends out; if you see one scuttling towards you there should be enough time to switch to the handgun and shoot it before it gets close.

Once you've wasted the monster and he slumps to the floor leave the room the same way you came into it, and return to see that all the offspring that remained have disappeared!



6 IN THE SEWERS

1 Insert the plug to unlock the door. Meet up with Ada and in the control room push the locker to reveal a secret door.

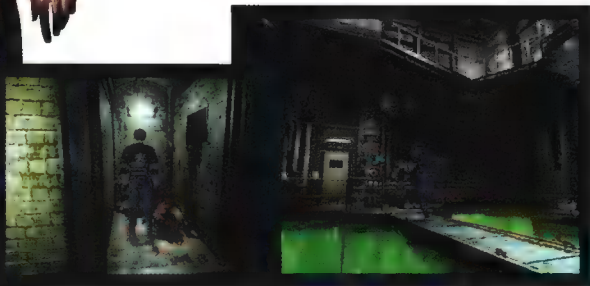
Light the lanterns to find some **MAGNUM ROUNDS** and **SHOTGUN SHELLS**.

2 Take the lift down. When you take control of Ada, once again

follow the mystery assassin – this is in fact Annette, wife of G-Virus creator William Birkin. Follow her through the ventilation shaft, and watch the cut scene.

3 When Leon regains consciousness follow the same path but take the **SHOTGUN SHELLS** and **WOLF MEDAL** from the corpses and wade through the water past the spiders.

4 Use the valve to lower the bridge to find the **SHOTGUN SHELLS** and **INK RIBBON**. Make sure you save here before searching for Ada. Note the cylinder on the left wall.



5 HOW TO... KILL OFF THE CROC

There's no time to waste – turn around and run back the way you came, and stop at the cylinder you passed earlier. The light on the wall will have changed colour and the gas cylinder will be released. Take a few steps away from it, keeping inside this frame, and ready your handgun. As the reptile moves towards you it will pick up the cylinder with its mouth and try to eat it (a kind of appetiser). Shoot a bullet at it to make the gas inside explode – it's see ya later alligator! You've even got enough pieces left over to make a few dozen handbags for your mum's birthday present. Bonus!



As the reptile moves towards you it will pick up the cylinder with its mouth and try to eat it (a kind of appetiser). Shoot a bullet at it to make the gas inside explode – it's see ya later alligator! You've even got enough pieces left over to make a few dozen handbags for your mum's birthday present. Bonus!

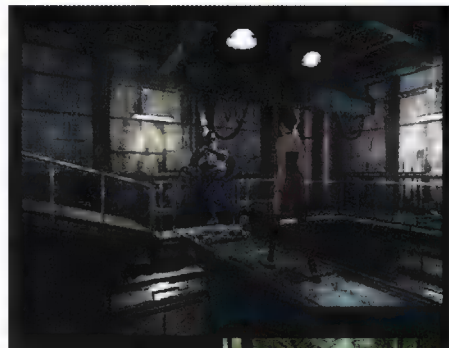


7 AFTER KILLING THE 'GATOR

1 Rescue Ada and to the right is an **INK RIBBON**.

Backtrack to raise the bridge and climb the ladder near Ada. Take the **EAGLE MEDAL** from the corpse and then use both of them in the switch box by the waterfall in the sewer.

2 Power up the tram (look to the right of it) and hop aboard. Equip your handgun and watch the roof of the cabin – you can see where the claw will come from. Move,



turn, and shoot. Repeat until the monster gives up... at least for now. Ignite the flare gun with your lighter and to the right pick up the **W.BOX KEY**.

3 In the zombie-filled corridors get the **SHOTGUN PARTS**. Wait until your gun is empty before upgrading – you get eight shells free! Save the game, then pick up the **MAGNUM ROUNDS**, **SHOTGUN SHELLS**, and **INK RIBBON**. Take **BULLETS** and **FACTORY MAP** and step inside the tractor-like vehicle. Look for **MAGNUM ROUNDS** and the **C. CONTROL KEY**. Use the key on the pad you'll find outside.

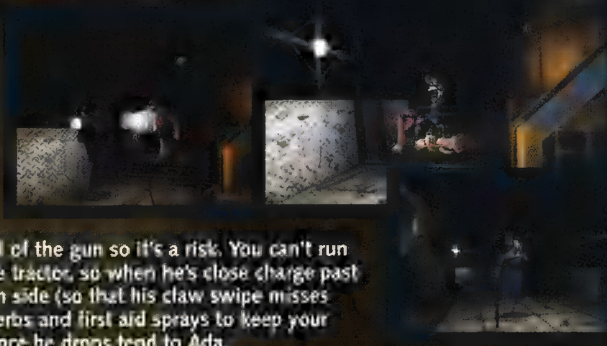


8 HOW TO... SEE OFF WILLIAM (AGAIN)



With Ada out of action it's up to you to kill the creature that was William Birkin. Equip the C Shotgun and run away to give yourself some space. As William rounds the corner fire at him,

and only if you're sure try for a second blast. That claw of his has a great range, and there is a delay due to the recoil of the gun so it's a risk. You can't run all the way around the tractor, so when he's close charge past him on his human arm side (so that his claw swipe misses you). Repeat, using herbs and first aid sprays to keep your health up high, and once he drops tend to Ada.



9 AT THE LAB

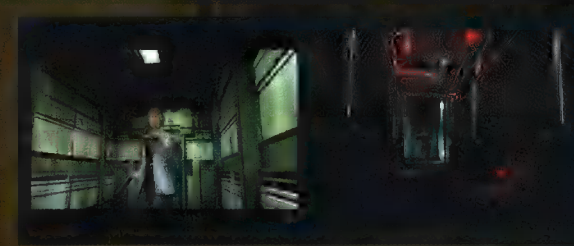
1 Inside the security room snatch the goodies and open the chest. Take the shotgun, all your shotgun ammunition, the w box key, the magnum and its bullets. At the junction open the blue door and keep left. Find the **FUSE CASE**, and use it in the room for the **MAIN FUSE**. Get the **FIRST AID SPRAY**.

2 Use the main fuse at the junction and open the red door. Keep right, get the **FLAMETHROWER**, switch on the gas sprinklers and toast the plant that's in the corner so you can use the shaft.



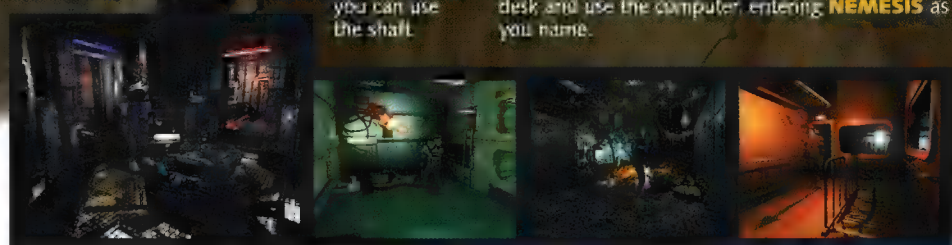
3 Shoot the lickers, steal the **SHOTGUN SHELLS** (two boxes) and **INK RIBBON**. Open the shutter in the hallway and blast the

mutated plants. Find the **LAB MAP**, go left and use the Magnum on the lab zombies. Get the **LAB MAP CARD**, and inside the blue locker near the door are some **MAGNUM PARTS**. Run past the larvae and use the shotgun to kill the moth. Clear the desk and use the computer, entering **NEMESIS** as your name.

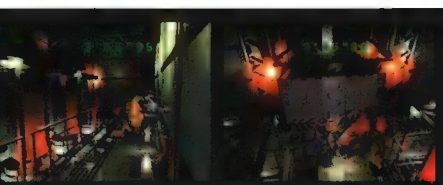


4 Go back to where you inserted the main fuse, go through the blue door, unlock the next and take the **FIRST AID SPRAY** and **MO DISK**. Get the **G VIRUS** from Annette and leave the room to learn the truth about Ada Wong. Save the game at the chest, take out more sprays and herbs and replace the shotgun with the submachine gun.

5 Use the MO Disk in the previous area with the zombies to get to the elevator. Push the switch.



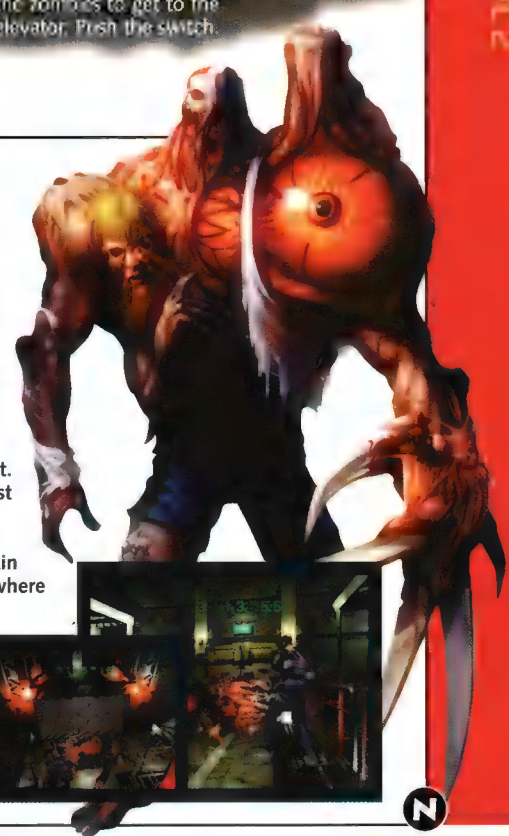
10 HOW TO... SEE OFF WILLIAM (FOR GOOD)



Equip the Magnum and take two steps back. Aim, and fire twice at this abomination to quickly beat it. You will be completely safe from harm, but you just know things aren't going to be that easy...

Watch in horror as the G Virus takes hold once more and transforms William Birkin once again into an even more powerful and agile foe. Here's where you get to play with that lovely shiny submachine gun. Point it down and fire

when your target strays a little too close. Relentlessly pump bullets into its body, pausing to check your health after every hit you take from those razor-sharp claws. When it jumps high into the air quickly scamper around the outside to avoid the pounce, and once you get William in your sights once again don't try to outrun him - he's too fast. Just calmly turn around, point down and fire once more to damage the swine while he attacks you. Keep your health topped up, run when he pounces, and repeat until the world is safe once again.



HOW TO... kick bot in

TUROK RA

Get stacks more fun from those house-sized shooters in

Rage Wars' weapons are a curiously complicated launch and the unusual secondary fire function makes it implicit that you know your guns inside out. After all, *Rage Wars* is a fast and furious affair, and the tiniest mistake could cost you dearly. So we've put together some helpful hints and tips to enable you to get the most from your enemy-obliterating chums. All together now: "I... AM... TUROK!" Ahem.

(Damage points are based on shooting a target at close range. At longer range, damage may be reduced.)

WHAT WE SAID



We reviewed *Turok: Rage Wars* in issue 35 and this is what we concluded:

"This bold experiment in N64 first-person shooters has yielded superb results. A blast!"

87%

BASIC WEAPONS



MAG 60

Primary Fire

(Damage: 36)
The Mag 60 fires a rapid burst of three bullets - three such bursts should take an opponent down.

Secondary Fire

(Damage: 50)
You won't be able to move in this mode, but the laser sight should help you aim as it locks on to nearby targets. The single shot has incredible stopping power - two should kill anyone.



MINIGUN

Primary Fire

(Damage: Roughly 10 per barrel revolution)
This eats ammo rapidly, but if your aim is good, it should destroy an enemy quickly.

Secondary Fire

(Damage: None)
Tapping B will momentarily bring an impenetrable shield up. Holding B will keep the shield in place, but it munches ammo and prohibits movement. Use only if you're backed into a corner, and wait until the enemy has run out of ammo.



ASSAULT RIFLE

Primary Fire

(Damage: 17)
Almost useless in this mode. Reload time is intolerable and damage negligible.

Secondary Fire

(Damage: Continuous fire, 17 per bullet)
Simply devastating, as long as you're fully stocked with ammo. Concentrated firing will kill an opponent in seconds.



SHOTGUN

Primary Fire

(Damage: 48)
Use the shotgun for point-blank range firing; at further distances, damage is drastically reduced.

Secondary Fire

(Damage: Kills immediately at point-blank)
Again, use at as close a range as possible. At long range, the spread of shot means that only one or two will hit the target.



TEK CROSSBOW

Primary Fire

(Damage: 20)
Bog-standard, if rapid-firing, as seen in both *Turok* and *Turok 2*. Useful for when more powerful weapon ammo runs out.

Secondary Fire

(Damage: 65)
Tapping B will bring you into sniper mode, much like the Plasma Rifle. The Crossbow fires at a slower rate in this mode, but with far greater damage.



PLASMA RIFLE

Primary Fire

(Damage: 35)
It may be accurate but the reload rate isn't too great.

Secondary Fire

(Damage: 15)
The Plasma Rifle's sniper mode is notable for one thing: an incredible rate of fire. Whilst the shots, on their own, do less damage, get a bead on the enemy and they'll go down in seconds.



GE WARS

Acclaim's latest dino-basher!

by Jes Bickham

TACTICAL WEAPONS

FLARE GUN

Primary Fire (Damage: 20)

Useful, as the green bursts of radioactivity stick to surrounding surfaces for a few seconds after firing, fire at the feet of enemies so they run into the charge.



Secondary Fire (Damage: Instant Death)



Fantastic. The 'melt-down' charge will kill anything unlucky enough to run into it, and it sticks around for quite a while too. This means that it's great for blocking access to doorways and narrow entrances – but bear in mind that once you've fired the Flare Gun you won't be able to get another shot off until the charge has died down.

INFLATOR

Primary Fire (Damage: 10)

Although rapid-firing, damage is negligible. However, each shot 'inflates' the target, making them bigger and thus an easier target. Hit them ten times within a short period, and the enemy will explode.

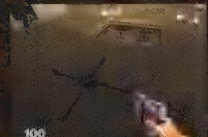


Secondary Fire (Damage: Instant death)

Just one shot from this will cause your unfortunate adversary to inflate at an incredible rate, followed by a seemingly instantaneous explosion. But use only if you're sure to hit.

OTHER WEAPONS

There are three separate pick-up weapons in *Age Wars*, all of which are incredibly useful.



IRON CLAW

This man trap-style weapon is best deployed in narrow corridors. It will attach to an enemy's leg and cause 30 points of damage over a 10-second period.



SENTRY GUN

Tremendous, this. Place in the middle of an open area – any enemies wandering in will be decimated in seconds by a withering hail of fire.



CEREBRAL BORE

This beauty's back and it's still just as much fun as ever. It causes 30 points of damage.

BOOMERANG

Primary Fire (Damage: 70)

Once locked on, you're assured of a hit. However, the boomerang takes its time to hit and return.

Secondary Fire (Damage: 35)

The Boomerang's secondary fire function causes less



damage, but puts the enemy – brilliantly – into Slow Time. Therefore, hit them from behind, whip out a rapid fire weapon – such as the Minigun, or Assault Rifle's secondary fire – and mow 'em down before they get a chance to turn. Aces.



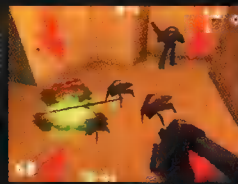
CHESTBURSTER

Primary Fire (Damage: 5)

A quick-firing but almost totally useless energy shot.

Secondary Fire (Damage: Time-delayed death)

Hit the enemy with this and you'll implant an



alien embryo in them – in about ten seconds or so the beast will explode from their stomachs, killing the host instantly. As such, this weapon is best used to pick off opponents in combat with each other. Hang back, impregnate them, and when they inevitably expire, pick up their discarded equipment. Plum!



EXPLOSIVE WEAPONS

SCORPION

Primary Fire (Damage: 60)

A single, devastating shot. The rocket fires in a straight line, although the explosion is quite concentrated, so be accurate.



Secondary Fire (Damage: 60)

The Attract marker only alters the rocket's flight minimally, but at great distances the rockets will 'curve' toward the marker. Best used to help take down snipers.



GRENADE LAUNCHER

Primary Fire (Damage: 43)

This shot will bounce before exploding, when you're in an elevated position, use this to your advantage by bouncing grenades around corners to ferret out hidden enemies.

Secondary Fire (Damage: 50)

Explodes on contact, rather than bouncing. Use as backup for Scorpion.



NAPALM GEL

Primary Fire (Damage: 60)

NOTE: The secondary fire button is used to activate Napalm Gel after you have deployed it. You can fire off up to three Gel pods before detonation. Whilst 'mining' areas is undoubtedly useful, bear in mind that Gel pods can also attach themselves to enemy avatars. Two or three attached pods will kill a target.



HOW TO...

become a Worminator in

WORMS ARMAGEDDON

Take no prisoners and leave no survivors. There can be only one.

by Martin Kitts

Are you a worming weakling? Do the other worms kick sand in your face and spit in your sandwiches before sending you on that one-way trip to Hurtsville? Well fear not, because you're holding the solution to all your worming problems right here in your hands.

We've compiled a selection of strategy tips and devious tactics that'll boost your status in the *Worms* world from lowly cannon fodder to all-conquering Worminator. Your enemies will quiver and beg for mercy. Awestruck worms will leap into the sea rather than face your wrath. All will bow before you as you worm-hat, backboard, platform and kamikaze your way to victory, employing the full force of the dark side. Well, maybe. You'll certainly be an opponent to be reckoned with if you take this little lot into account.



WHAT WE SAID



We reviewed *Worms Armageddon* in N64/36 and this is what we concluded:

"Incredibly violent, incredibly cute. A conversion of one of the most original four-player games you can buy."

85%



TACTICS: General

Kamikaze

When you've got a load of worms lined up on a bridge, don't hesitate to sacrifice one or two of your own troops with a lethal kamikaze. You can kill the lot of them, particularly if there's a mine or two to run into along the way.



Confirmed kill

If you're faced with a choice between a guaranteed one-worm kill (such as an easy drowning) and a more difficult shot to damage two worms, go for the easy option. A worm in the cemetery is worth two half-dead ones on the field...



Mass murder

...Except when you've got a group of them huddled together. Drop a dynamite or holy hand grenade in the middle of a land-locked cluster, or use the baseball bat to start a chain reaction if they're close to some water.



TACTICS: General

Free turn

Keep hold of your last ninja ropes and jet packs until you near the end of the game, when there's a lot of water around to be avoided. Both items can be used to collect stray weapon crates and to drop right next to a vulnerable enemy – and you'll still be able to use a normal weapon afterwards.



Airstrikes last

Unless you're faced with a golden opportunity that you just can't resist, such as a group of enemies on a mine-infested plateau, save your airstrike until last. It doesn't do much damage, but it can put weakened worms out of their misery.

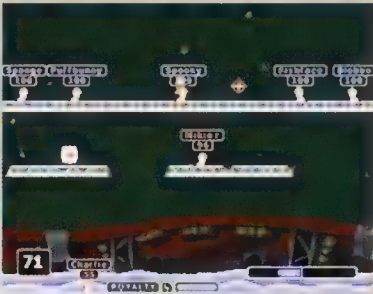


Deathmatch

Worm hat

A simple method to stop the computer from picking on you is to stand on the head of an enemy after taking your turn. The computer won't target your 'worm hat' soldiers except as a last resort. Don't hat every worm you see though, as you'll run out of clean targets yourself.

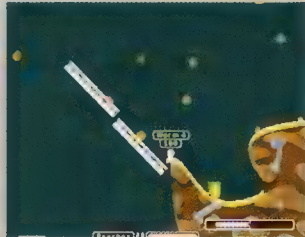
Check out the worm that took a wriggler is completely safe.



Multiplayer

Backboards

When you're down to the last few survivors situated at opposite sides of the level and you've got no ammo other than grenades and clusters, use girders to build a basketball-style backboard to funnel wayward shots towards your foe. You can then rebound five-second shots until you've got a perfect aim.



A perfect angle rolling a grenade down to the isolated worms.

CHEATS

To earn the cheats, you need to win gold medals in the training mode. An overall gold in basic training gives you a 'blood on' option, gold in sheep racing wins you the aqua sheep, and gold in the rifle and artillery ranges earn you upgrades for your shotgun and grenades. A gold on crazy crates puts sheep inside every weapon crate, and if you manage to earn golds on everything and get to rank in deathmatch mode, you unlock the 'full wormage'.



Switch

This practice might be frowned upon in a multiplayer game, particularly by Worms purists, but the switch option is a boon against the computer when things start getting tough. If you keep switching to the same worm, you can be sure of achieving several early kills.

Switching to a worm would be a good option right about now.



Platforms

A sneaky trick on open levels is to build a small horizontal girder high up in the air, preferably as far from the enemy as possible, and teleport one of your worms up there to act as a sniper. Assuming your opponents don't have any homing missiles left, or there's a gentlemen's agreement not to use the infernal things, you can gradually find your range with bazookas or grenades.



Entomb

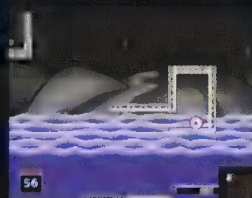
If you've got enemies hidden in natural caves and hollows, stick a girder over the top to block them in. It works a treat on the early levels, and even when the enemies get smart enough to try blasting their way out, they'll waste turns and hurt themselves in the process.

He'll have no choice but to injure himself if he breaks out.



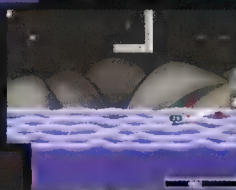
Skimming

If you hit the water at a shallow angle, you can skim grenades and bazookas across the water. It's the best way to hit the tricky low bazooka target in training mode, and it can be useful during a match for squeezing shots underneath obstructions. Best of all, you can even skim the worms themselves. A powerful explosive, such as a holy hand grenade, sheep or banana bomb, placed right next to an enemy who is standing just above water level will blast him out at high speed, and he'll skim like a stone. Our record is six bounces. It's the ultimate humiliating death.

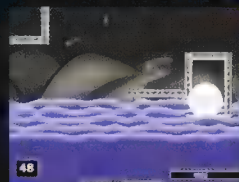


Aim low and with maximum power. The shell skims over the water's surface...

You can hit this from above if you're very lucky, but there's a much simpler way to do it. It goes like this...

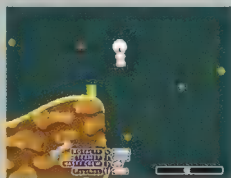


And scores a direct hit on the target. Guaranteed results, first time, every time.



PAST DROP

When time is of the essence, waiting for weapon crates to parachute down to the ground can waste valuable seconds and scupper your attempts to get gold mission medals (by completing the level at the first attempt of your current session). To make items fall faster, press **□** while they're falling. This **□** the parachute and makes the crates drop like stones.



High damage techniques

The only genuine being technique is to down your enemy, but there are several tactics you can use to maximize the impact of damage you inflict.

1 Wedge your grenades between the target worm and the nearest wall. If your target is in a confined space, walk over to him and dink a minimum power shot so that the bomb nestles almost under his feet. Then start jumping to retreat to a safe distance.



2 Use crates, barrels and medical kits to your advantage. Every single item that drops from the sky can be made to explode with minimal provocation, and any worm standing near one is dead meat if you hit him with a bazooka.

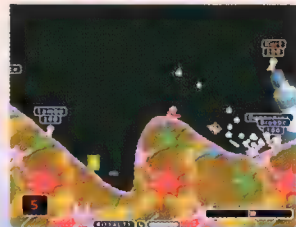


3 Look for the possibility of chain reactions. Hit worms into each other to make them topple into the water. Shoot mines to make them fall down a hill. There are potential chain reactions everywhere, and all you have to do is choose the appropriate means of starting them off; i.e. hitting the first worm with the correct strength weapon (prod, dragonball or bat).



Special Weapons

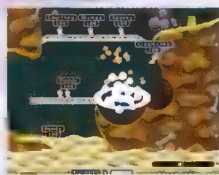
The icon at the top left of your worm creation screen shows which special weapon you'll be granted use of after a few turns of each match. We recommend using either the flamethrower or the holy hand grenade, as they're much less volatile than the others. The grenade's huge blast radius makes it perfect for dislodging dug-in worms and knocking them into the water from a distance. Use the flamethrower to trap your victim(s) in a corner, where a sustained burst can easily remove all of their health.



△ **Flames can eat through bridges and girders too.**

△ **Trap him in the corner and pound him to death.**

▽ **Use the Ming Vase, a high-damage**

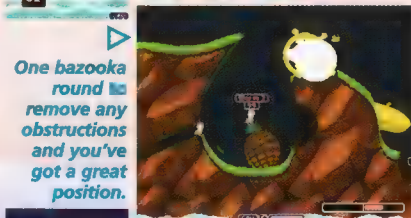


The dark side

The dark side refers to the sinister practice of digging in. By breaking out the blowtorch and tunnelling deep into the hillside, a lone worm can survive all but the most accurate assaults and still be a threat to the troops on the surface. A 45° tunnel sunk at the very edge of the screen will give you the opportunity to shower the landscape with grenades and bazookas, and you'll get a few seconds to retreat back to safety afterwards. If you turn to the dark side, you won't be popular with your human opponents but it's the only way to survive the computer's ten-on-two attacks at the higher rank levels.



△ **Dig as deep as you can so that you can retreat after your shot.**



△ **One bazooka round can remove any obstructions and you've got a great position.**



△ **Tunnels also work well in high enemy ledges. A top firing hole, this.**

Weapon sets

You can't specify exactly which weapons you take into battle, but you can earn different sets of them by improving your rank in deathmatch mode. Each time you move up a level, a new game type appears in the global options screen. There's even a retro mode which strips the worms of all their new abilities, such as backflips, and restricts you to the weapons found in the original Worms game. It's definitely worth getting as high a rank as you can because it makes a big difference to the multiplayer mode. You only gain ranking points for winning, so if you lose, reset the machine before it gets a chance to save your stats.



△ **You get to choose game type or battle weapon for every rank earned.**



△ **The boxes fill up according to what game type you choose and your total rank level.**

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100% UNOFFICIAL MAGAZINE

Nintendo WORLD

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FIRST HOT SHOTS!

BANJO-TOOIE

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BE THE BEST!

SOUTH PARK RALLY

huge tips guide and review!

TOY STORY 2

Buzz Lightyear to the rescue!



GOLDENEYE
POSTER SPECIAL!

"HELLO BOYS!"

Lara Croft swings into action on Nintendo!
All the info and shots you need!

ISSUE 9 ON SALE MONDAY 31st JANUARY

TIPS EXIT

Xena Warrior Princess



STANDARD CHEAT

You'll need to enter this code during the game to access the rest of the cheats. While holding A, push Right, Right, Left, Left, Right, Left and Right. You'll hear a

sound if you've tapped the code in correctly.

RED CLOWN NOSES

Press Left Punch, Left Punch and Target to give all characters blushing conks.

BIG HEADS AND FEET

Push Left Punch, Right Punch, Right Kick, Left Kick and



Target to give the fighters amusingly large bonces and feet.

TOTAL INVISIBILITY

Press Right Kick, Right Kick, Right Kick, Left Kick and Target to make your character totally invisible.

SHADOW INVISIBILITY

If you want to make all the fighters invisible except for their shadows then press Right Kick, Right Kick, Right Kick, Left Kick and Crouch.

TOTAL INVINCIBILITY

For invulnerability, press Right Punch, Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Left Kick and Target.

ONE HIT DEATH

Press Right Punch, Right Punch, Right Punch, Left



Kick, Left Kick, Left Kick and Jump to create characters who will die after just one hit.

ICE ARENAS

For the extra challenge of slippery ice arenas, press Left Punch, Left Punch, Left Punch, Left Kick, Left Kick and Target.

PLAY WITH DESPAIR

To play as the giant horned demon, press Left Punch, Right Kick, Left Punch and Right Kick.

Fighting Force 64



CHEAT

Hold L, Z, Top-C and Bottom-C on the title screen for a few seconds. You'll be taken to the character select screen, where Top-C and Bottom-C will select a level. You'll be invincible when you start, too.

EXTRA WEAPONS

In the Lift level, move to the side of the lift and press A. Your

character will grab the handlebar from the lift door (as long as he or she isn't already holding anything) and use it as a weapon. There are four handlebars in all.

FLARE GUN

There are two black towers on the Hovercraft level which, when destroyed, will make a couple of flare guns pop out.

MORE AMMO

Increase the ammo capability of any weapon by pushing Bottom-C, Top-C, L, Right-C, Bottom-C and R on the character select screen. You'll hear a



voice say 'Alright!' if you've got it 'all right'.

EASY MONEY

Run up to a wall and roll against it to make money appear from nowhere. Nice!

SPECIAL MOVES

The special moves listed in the manual aren't exclusive to each character – you can use any of the button combinations with any of the fighters.

WEAPONS

Pick up a weapon just as you've finished a stage, and



you'll carry it forward with you to the next level.

EXTRA WEAPONS

If you're Smasher, you can grab a car engine when you've completely destroyed it. There's also a huge gun that drops out of the plane in the hangar of the Air Base, and tonnes of weapons inside the cars in the Car Park.



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



GOLDENEYE 007

CHANGE DAM TRUCK INTO AN UNARMED VEHICLE

- Soviet Boat:801D00C7 0007
.....801E8D39 0022
- Armoured Car:801D00C7 0007
.....801E8D39 0021
- Red Truck:801D00C7 0028
.....801E8D39 0019
- Soviet Helicopter:801D00C7 0028
.....801E8D39 001D
- Motorcycle:801D00C7 0007
.....801E8D39 001F
- Metallic Cube:801D00C7 0007
.....801E8D39 0005

TRY THESE

- Dam801D00C4 0000
.....801D00C5 002C
.....801D00C7 002D
.....801D00C9 0020
- Facility (on balcony)811B2944 002C
.....801B2947 002D
.....811B2948 0120
.....811B294D 0102
.....811B294E 0101
- Surface 1811C48D8 002C
.....801C48DB 002D
.....811C48DC 0120
.....801C48E1 0002
- Frigate (front deck)811D1BF4 002C
.....801D1BF7 002D
.....811D1BF8 0120
.....811D1BFD 0102
.....811D1BFE 0101
- Archives811B8CA4 002C
.....801B8CA7 002D
.....811B8CA8 0120
.....801B8CAD 0002
.....801B8CAE 0001
- Jungle (ahead of start)81197C20 002C
.....80197C23 002D
.....81197C24 0120
.....81197C29 0102
- Water Caverns (near first set of pump controls)811AB85C 002C
.....801AB85F 002D
.....811AB860 0120
.....811AB865 0102
.....811AB866 0101
- Depot (in warehouse to right of start)811D199C 002C
.....801D199F 012D
.....811D19A0 0120
.....811D19A5 0102
.....811D19A6 0101

- Cradle (in console room)801BF88C 0000
.....801BF88D 002C
.....801BF88F 012D
.....811BF890 0120
.....801BF895 0002
.....801BF897 0001
- Silo811ABF18 002C
.....801ABF1B 002D
.....811ABF1C 0120
.....811ABF21 0102
.....811ABF22 0101
- Control (next to Boris)811BB1D8 002C
.....801BB1DB 002D
.....811BB1DC 0120
.....811BB1E1 0102
.....811BB1E2 0101
- Bunker 2 (in room with red dossier)811C6A24 002C
.....801C6A27 002D
.....811C6A28 0120
.....811C6A2D 0102
.....811C6A2E 0101

CHANGE ENERGY REACTION SPEED (007 mode only)80025EF0 00XX

- Change XX to:
- 3F : 50%
 - 40 : 200%
 - 41 : 800%
 - 42 : 3200%
 - 43 : 12800%

CHANGE NATALIA TO MATRAY IN JUNGLE80197E55 000E
David Noble, Belfast



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

YOUR ACTION REPLAY CODES

cut out and send to



Send to: Action Replay Codes, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:
Its effect is:
And my code is:

Name.....
Address.....
.....
.....
.....
.....
.....
Postcode.....

READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (0161 702 5010) and an exclusive N64 pin badge.



Cheat of the month

1 Zelda 64

Release and catch a bug near a drop, then leap off the edge yourself and fire the bottle and a bombchu. Link will then play the bombchu as if it was an ocarina; get him to play Saria's song and talk to her after the bomb disappears. Link's head will explode!

Greg Holden, Lancashire



2 FIFA '99

If one of your players gets suspended, head to the team management screen and sell him at any price. Immediately buy him back, and his suspension will have ended prematurely.

Richard Mann, South Glamorgan

3 Mario Party

If you end up with the very tricky Piranha Pursuit game, press A when you see a vine and your character will swing on it for a handy boost. If you beat the Piranha, you'll earn extra coins for your trouble.

Vicky Davies, Gloucester

4 Vigilante 8

In the Casino level, follow the airship until it lands and drive up the ramp that opens up behind it. You'll now be able to fly around in the blimp. Press A when you've had enough.

Kevin Eisele, Greece

5 Command & Conquer

If it's more powerful weapons you want, build more power plants. Your Ion Cannon

and Nuclear Weapon will charge up to full power much more quickly.

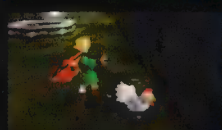
James Keeler, Exmouth



6 Zelda 64

Give a Kakariko Village cuckoo a beating until he hollers for his friends. Now fall or climb down the well and use Top-C to look up - you'll see the cuckoo disappearing as they flutter down.

Steve Booth, Manchester



7 F1 World Grand Prix

To guarantee yourself a boost, start a race on any course, wait for the fourth red light, then press A after you've counted five seconds in your head.

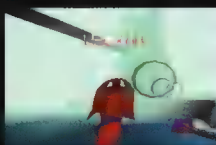
Kevin Whitaker, Hull



8 Superman

Start a new two-player game, then quit to the menu and press B. Select the "New Game" option, then one-player, and press L, B and A when the game asks for a rumble pak. You can now play the multiplayer level on your tod.

Rachel Burns, Derby



9 Silicon Valley

On level 30 - the Desert Boxing level - push your opponent against the ropes and jump. You'll be able to leap on top of him and bounce outside the ring. It's most likely to work just after you start.

Richard Lindsay, Cumbria

10 Monster Truck Madness 64

To get your hands on the Packer Smasher Truck, go to the title screen and press Bottom-C, Top-C, A, Z, R and B. You'll hear the sound of a horn if you've got it right.

Martin Brown, Basildon

11 GoldenEye 007

Annoyed that the Sniper Rifle always zooms when you aim? Select the rifle, then hold R and Bottom-C. After the

sight has zoomed all the way out, you'll be able to aim without it darting forward.

Lee Grimmer, Didcot

12 FIFA '99

Use a 4-3-3 Formation and run your centre-forward into the goal when the opposition keeper has the ball. He'll be in the perfect position to head the ball onto your forward's feet as the keeper kicks out.

Matthew McDonald, North Yorkshire



13 GoldenEye 007

On Aztec, there's an easy way to kill Jaws. If you crouch (using Bottom-C and R) and run close to the ugly fellow, he can't shoot you because his gun is so



long, leaving you to blast away at his legs.

Chris Bolt, Cornwall

14 WWF Attitude

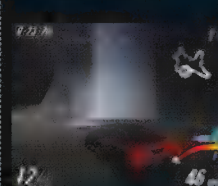
In create-a-player, use male skinny body, hairy skin, skin colour 7, big eyes, thin nose 4, lipstick smile 7, short hair 4, eyeglasses, UK shirt legs, plain shorts and socks. It's Austin Powers! "Swing it, baby. Yeah!"

James Cook, Cardiff

15 Top Gear Overdrive

If you're driving through a waterfall, veer sharply to the left and accelerate hard. You'll be able to launch yourself over the guardrail and take a massive shortcut.

No name or address



↓ YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Here's my top tip

Name.....

Address.....

.....

.....

.....

.....

.....

Postcode.....

It's for [game name]:

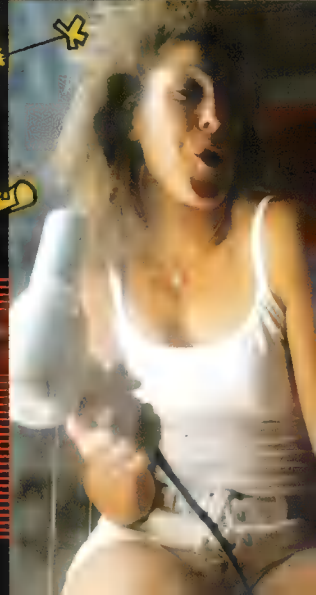
And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, N64 Magazine, 20 Moorhouse St, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bill of paper if you run out of room.

BRITAIN'S BEST SELLING BIKE MAG

Mountain Biking UK



ALL RIGHTY IN BLIGHTY
We show Cully and Lopes the UK way, virtually award people, listen to the laydeez, discover an adrift trials prodigy, go Canadian... And all with the help of Mr Peat...



ON SALE NOW



Dr Kitts has a spoonful of medicine just for you.



Dr Kitts, In FIFA 99, how do I get to play as the hidden Atlanta Attack team?

Michael Beeson, High Wycombe

Dr Kitts stabs an orange with his syringe and cackles.

Such a simple query this, Michael. You need to play as Brazil on the pro mode and win the cup to unlock the Atlanta team. Goal!



Dr Kitts, I've heard something about 'gold' and 'silver' arrows in Zelda. Can they exist, Dr Kitts? Please tell me! Also, I've got the first Deku Nut upgrade from the secret hole in the Sacred Forest Meadow – where can I find the other one?

Mari Musum Ibsen, Norway

Dr Kitts leans back in his chair and puts his feet on the desk.

Gold arrows, eh? I think you must mean the Light, Fire and Ice Arrows. Earn the Fire Arrows by shooting at the sun in the middle of Lake Hylia,

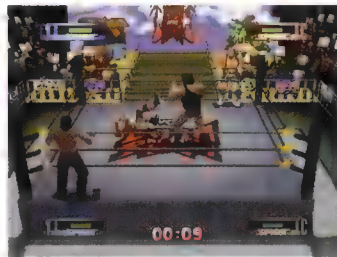
the Ice Arrows by completing Gerudo's Training Ground, and the Light Arrows by talking to Zelda just before the final Ganondorf battle. As for those nuts: grab the Mask Of Truth from the happy mask shop and wear it in front of the shrubs in the Lost Woods' hidden hole. They'll kindly lend you ten more nuts. Cheers!

Dr Kitts, I have 119 stars on Super Mario 64, but I cannot find the 15th Secret Star. Please help, I'm going crazy! Thanks a million.

Daniel Chapple, Vale of Glamorgan

Dr Kitts emits a moan that lasts 37 seconds.

You'd be amazed how many people I've had in the surgery this month with the same complaint, Daniel. Here's the solution: revisit Princess Peach's slide in the castle reception and cross the finish line in under 21 seconds. It's that simple.



Dr Kitts, I was wondering whether there were any cheats or extra characters in WCW/NWO Revenge. I have only just bought the game, and I'd really like to know. Thanks.

Sean Curran, Londonderry

Dr Kitts stabs a knife between his fingers at a terrifying speed.

Okay, Sean. Here's some tips for you to be getting on with... Win the Cruiserweight belt to play as Kidman and unlock the TV Title. Win the TV Title to unlock Kayon (and press Bottom-C at the character selection screen to play as Mortis). Come first in the US Heavyweight title to unlock Curt Henning and the World Heavyweight title. Earn the World Heavyweight belt to play as Rowdy Roddy Piper. Play as Barbarian and Meng by winning the Tag Team belts. You can also wrestle as the THQ character by pressing Bottom-C as you select AKI on the character

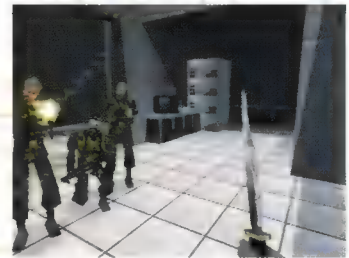
selection screen, and play as a manager by pressing Z on the third and fourth controllers in a one-on-one match.

Dr Kitts, After protecting Natalya on the Control level in GoldenEye, I can't find the mainframes. Please could you help me?

Graeme Rutledge, Co. Donegal

Dr Kitts sucks his thumb.

There are six mainframes in all which you need to find, Graeme – they're the big black boxes that sit next to glass shields. You'll find two on the ground floor where you



already found Boris, two more are in the corners of the first floor, and another is in the ground floor room guarded by ceiling turrets. The last is through the door next to the turret room, which only unlocks when Natalya's finished with her keyboard-tapping. **Z**

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

**Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.**

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is

and I live at

Postcode

Eight challenges to test the best.

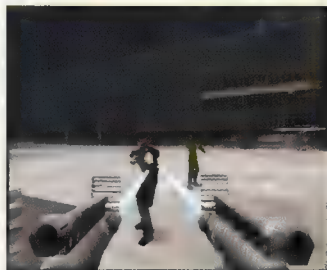
Tired of friends who proclaim themselves as Gods of gaming? Our nifty Game On challenges provide the perfect comeuppance. Shove these two pages under their nose, offer sympathy if they fail miserably to complete the challenges within, then laugh heartily as – with the aid of an earlier practice session – you wipe the floor with their sorry behind.

We've got challenges for eight Ninty classics this month, including a superb way to extract more life from *GoldenEye's* multiplayer. If you're able to tick the Gold boxes on all eight, congratulations – you're officially a gaming God.

GAME ON

GOLDEN EYE 007

Laser Quest



Here's a quirky challenge from **Ashley Jones** in **Peterborough** – but you'll need to have earned the All Weapons or Laser cheat to take it on. Activate the cheat, then aim to complete any level (preferably one with a surplus of guards) with a kill total that's higher than your shot total. How? By scampering around like a sheep dog to herd guards together, then giving them a Moonraker Laser shot straight through the ribs. Count up the difference between your kill and shot totals and see if you've earned yourself one of these medals.

DIFFERENCE



20



14



8

DUNNY KONG RACING

Starry Fight



Clever old **Eskil Vestre** from **Norway** offers us this challenge for the wonderful Star City track. Start a three or four-player game and fly out to the left where the cloud buildings lie. With suitable aeronautic skill, you'll be able to land on one of the high platforms – once you're there, try to sit tight while the other players collect rocket power-ups and attempt to knock you 'flying'. The clock starts when your opponents are all ready with their missiles, and you'll only earn a medal for unbroken stints on the top shelf – as soon as you're knocked off it's all over!

TIME
(SECONDS)



120



90



60

SUPER MARIO 64

Koopa Kanter



You'll need at least three stars on the Bob-Omb Battlefield course to tackle this challenge from **Luke Paisley** of **Kent**. Stomp on the Koopa hanging around near the Bob-Omps, then jump on his shell and head for the mountain path. Without using warp points, see how far you can travel without being knocked off the shell or toppling off the mountain. You're allowed one shortcut – when you reach the perilous coin-laden bridge, feel free to jump over it. Otherwise, it's shell-surfing all the way. Radical.

REACHED



TOP



BUBBLE
CANYON



BOB-OMB
TREE

ISS '90

Go Go Goalie



According to **David Roe** of **Wrexham**, this challenge will truly test your skill and co-ordination. Choose the worst team in the world (Uzbekistan, so we've heard) and play a normal game on Level 5 difficulty against a top-ranking team such as Brazil, Argentina or Italy. Pass the ball back to your goalkeeper and, using *only* the analogue stick, count how many opposition players you can sneakily dribble past. Put simply, this is one of the most forehead-scrunchingly difficult challenges we've ever featured.

PLAYERS



15



10



5

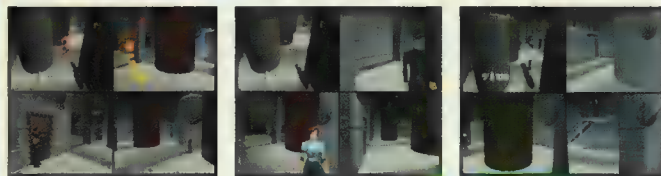
F1 WORLD GRAND PRIX *Head-On Horror*



Hearty thanks to **David Moore** from **Clanfield** for this *F1 WGP* challenge – his staggering efficiency extended to him sending in his very own screenshots. Good work. The challenge goes like this: select the Magny-Cours track, with the pit lane off and damage on. As soon as the light turns green, flip to face the wrong way and zoom around the track 'backwards', avoiding chassis-crippling damage for as long as possible. With good reflexes – and plenty of use of the brake – a gold medal should just about be possible.

LAPS [Gold] **4** [Silver] **3** [Bronze] **2**

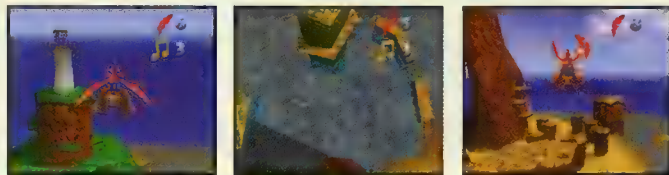
GOLDENEYE 007 *A Lotta Bottle*



Another splendid variation on *GoldenEye* multiplayer, this time from **Ross Galloway** from **Angus**. Start a three or four-player three minute game on the Facility level, with your choice of weapons. Maintain a truce as everyone makes their way to the multi-coloured bottling room, then banish yourself to the balcony while your opponents hide behind the tanks. It's your job to make holes in your friends as they dart between the tanks – and they're not allowed to cower behind one bottle for more than three seconds.

KILLS [Gold] **25** [Silver] **15** [Bronze] **10**

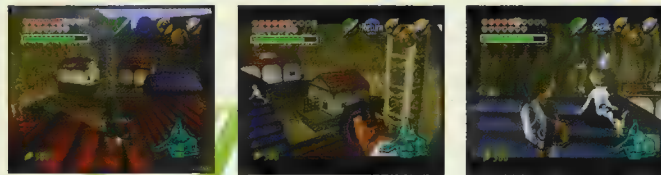
BAWJO-KAZOOIE *High-Low*



This Treasure Trove Cove challenge for the bear-bird duo comes to us from the pen of **James Bradfield** from **Surrey**, and you might want to activate the infinite feathers cheat (bash **NOWYOU CANFLYHIGHINTHESKY** in the sandcastle) before attempting it. Flap Kazooie's feathers until you hit the invisible ceiling in the sky and can't climb any higher, then attempt to land on the three medal targets, using a buttbash in the air. The manoeuvrable camera should help you aim, and the analogue will allow you to subtly steer your stone-like drop.

TARGETS [Gold] **Inside any chest** [Silver] **Top of lighthouse** [Bronze] **Big 'X'**

ZELDA 64 *Longshot Larks*



Check you've got the longshot and hover boots in your inventory for this challenge from **S. Rynhart** of **Bournemouth**. Warp your way over to Kakariko Village and longshot onto the house with the blue roof. With your hover boots donned, the challenge is to visit the roof of every house in the area – and you're only allowed to push the analogue to walk *between* buildings. That's every house *except* the Bazaar, by the way – it's got a metal roof. Complete the challenge by standing proud on the wooden ledge above the chicken lady.

HOUSES [Gold] **ALL** [Silver] **5** [Bronze] **3**

Now it's your turn!

GAME ON

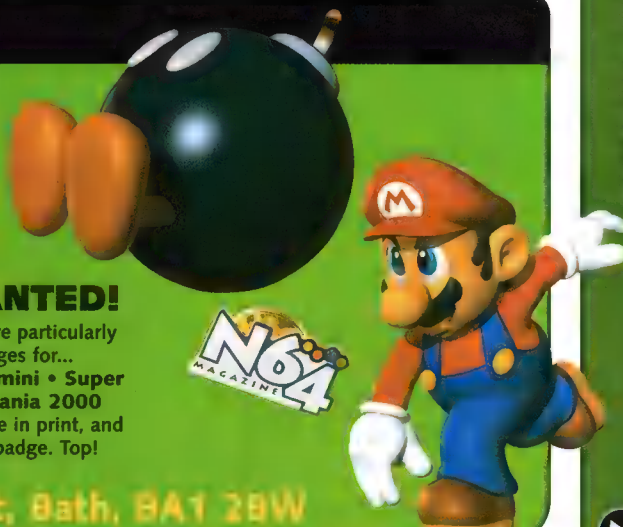
Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Donkey Kong 64 • Jet Force Gemini • Super Smash Bros • WWF Wrestlemania 2000
 Successful challengers get their name in print, and their hands on a superb **N64** pin badge. Top!



I'M THE BEST

It's a nice, juicy piece of Best. Just like Bernard Matthews promised...

Into the sea, tralalala, into the sea of love, dodododo, oh, deedeedada, it's like a sweet, sweet candy bar... Ah, morning I'm The Besters. About time you lot turned up – tralaaaaaaa! So, what have we got this month, then? Well, you know, the same old stuff –

but *different*. See, we've had a whole host of new *Mario Golf* times, plus the usual array of new seconds and minutes on such favourites as *F1*, *Wipeout* and *Beetle Adventure Racing*. Yes, yes, yeeees, dodo. But that doesn't mean there's time to rest on your laurels. Nope. Get 'Besting!

New League
SUPER SMASH BROS
 We want your best times for Bonus 1 Practice with the following characters:
 Mario • Donkey Kong
 Yoshi • Kirby • Link
 Fox • Pikachu



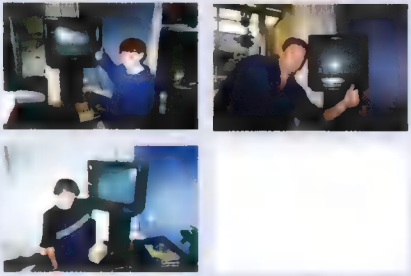
STAR PERFORMANCE

In conjunction with **INTERACT**

This month's Star Performance comes all the way from lovely New Zealand – home of sheep – and the Barrow family from Christchurch.

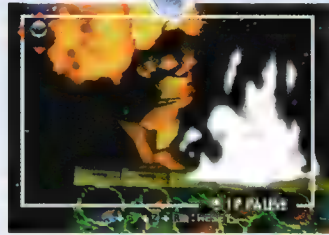
With four members making up their family – that's sons Phillip and Andrew, and Mum and Dad, Stephanie and Keith – and each one clocking up a cracking time on the ace *1080°*, we simply didn't have a choice but to award the photogenic foursome this month's top gong.

The best time of all was Phillip's eye-rubbing 1'02"50 on Crystal Lake's Time Attack, but the other three weren't far behind, with Mum Barrow chipping in with an unshabby 1'02"56. A shiny new pad is on its way. Fancy your chances? Mark your envelope 'Star Performance' and do it!



NEW HIGH SCORE!

You may recall that, a couple of months back, we asked for your *World Driver* times. Great, we thought. And then Midway – *damn their eyes!* – delayed their brill racer until late November (back in '69). Finally, though, James Cunnington from Harrogate got hold of a copy and clocked up an astonishing time of 01'01"40 on Kyoto A. Handy! Congrats James – have a pad from those lovely people at Interact (0161 702 5010)!



THIS MONTH'S TIME TO BEAT

At long last, *Smash Bros* is available in the UK and we're sure you'll think it's brilliant. If you've got your hands on a copy have a go at this: Using Samus, try to beat the Bonus 2 Practice session in under 30 seconds. It's very tricky – and we'll print the best times in N64/40.

MARIO GOLF		
TOAD HIGHLANDS		
1	9'18"68	Jon McIlvaney, Washington
2	9'57"44	Gary Carney, Newcastle upon Tyne
3	10'11"05	Rob Pierce, Salisbury
4	10'25"32	Lee Fawcett, Bedale
5	10'30"40	Matthew Fawcett, Bedale
YOSHI'S ISLAND		
1	12'05"96	Chris Webb, Gloucester
2	12'12"44	Sam Fenwick, Leighton Buzzard
3	12'32"84	Gary Carney, Newcastle upon Tyne
4	12'47"96	Jon McIlvaney, Washington
5	13'10"68	Nathan Miley, Bedford
BOO VALLEY		
1	13'01"68	Sam Fenwick, Leighton Buzzard
2	13'08"28	Gary Carney, Newcastle upon Tyne
3	14'41"60	Dan Jones, Hartlepool
4	14'46"76	Jon McIlvaney, Washington
5	15'06"20	Richard Clark, Suffolk
KOOPA PARK		
1	11'08"80	Chris Webb, Gloucester
2	12'03"16	Jon McIlvaney, Washington
3	12'20"52	Gary Carney, Newcastle upon Tyne
4	13'01"92	Dan Jones, Hartlepool
5	13'06"52	Sam Fenwick, Leighton Buzzard
SHY GUY DESERT		
1	11'48"88	Chris Webb, Gloucester
2	12'32"80	Gary Carney, Newcastle upon Tyne
3	13'02"44	Sam Fenwick, Leighton Buzzard
4	13'23"36	Jon McIlvaney, Washington
5	13'24"96	Richard Clark, Suffolk
MARIO'S STAR		
1	12'26"64	Jon McIlvaney, Washington
2	13'28"72	Chris Webb, Gloucester
3	13'48"96	Gary Carney, Newcastle upon Tyne
4	14'24"52	Sam Fenwick, Leighton Buzzard
5	15'34"04	Dan Jones, Hartlepool

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:30.124	Phil Hughes, Widnes
2	0:30.609	Daniel Durdin, Woking
3	0:30.719	Ian Calderwood, Harpenden
4	0:31.529	Sean Keating, Cumbria
5	0:32.939	Tony Durrant, Bognor Regis

MON GAZZA SPEEDWAY

1	0:13.071	Phil Hughes, Widnes
2	0:13.613	Daniel Durdin, Woking
3	0:14.499	Ian Calderwood, Harpenden
4	0:14.715	Neil Glenister, High Wycombe
5	0:14.789	Luke Oswin, Leicester

BEEDO'S WILD RIDE

1	1:01.196	Stephen Hill, Maidstone
2	1:02.242	Luke Oswin, Leicester
3	1:04.150	Andrew Mills, Dundee
4	1:04.636	Arif Mollah, Rochdale
5	1:05.084	Jan-Erik Spangberg, Sweden

MALASTARE 100

1	0:39.825	Anthony Ratnasothy, Essex
2	0:39.828	Stephen Hill, Maidstone
3	0:40.072	Nader Kohbodi, Anglesey
4	0:40.115	Jon Burnage, Southampton
5	0:40.320	Neil Glenister, High Wycombe

VENGEANCE

1	1:11.001	Jan-Erik Spangberg, Sweden
2	1:12.290	Nader Kohbodi, Anglesey
3	1:13.048	Stephen Hill, Maidstone
4	1:13.573	James Swain, Essex
5	1:14.000	Arif Mollah, Rochdale

SCRAPPERS RUN

1	0:41.057	Stephen Hill, Maidstone
2	0:42.275	Jan-Erik Spangberg, Sweden
3	0:42.496	Nader Kohbodi, Anglesey
4	0:43.226	Luke Oswin, Leicester
5	0:43.321	Neil Glenister, High Wycombe

ANDO PRIME CENTRUM

1	0:58.657	Stephen Hill, Maidstone
2	0:59.390	Dominic Tourner, Australia
3	0:59.611	Luke Oswin, Leicester
4	1:00.368	Ian Calderwood, Harpenden
5	1:00.416	Thomas Hower

EXECUTIONER

1	1:23.611	Luke Oswin, Leicester
2	1:27.559	Jan-Erik Spangberg, Sweden
3	1:28.897	Stephen Hill, Maidstone
4	1:29.381	Neil Glenister, High Wycombe
5	1:30.427	Andrew Mills, Dundee

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA

1	1'06"41	Robert Watkin, London
2	1'08"26	James Hegarty, Belfast
3	1'09"12	Chris Pearson, Skipton
4	1'09"54	Stuart Black, Middlesex
5	1'09"76	Tom White, West Sussex

MONACO

1	1'07"07	Chris Pearson, Skipton
2	1'10"01	James Hegarty, Belfast
3	1'11"57	Robert Watkin, London
4	1'16"01	Dane Lane, Notts
5	1'22"13	Craig Smith, Bury

SPAIN

1	1'08"40	Chris Pearson, Skipton
2	1'10"01	Robert Watkin, London
3	1'11"57	James Hegarty, Belfast
4	1'24"23	Craig Smith, Bury
5	1'24"28	Alan Blacklock, Andover

BELGIUM

1	1'25"94	Alan Blacklock, Andover
2	1'28"07	Chris Pearson, Skipton
3	1'30"63	Robert Watkin, London
4	1'31"35	Craig Smith, Bury
5	1'31"43	James Hegarty, Belfast

JAPAN

1	1'16"85	Chris Pearson, Skipton
2	1'19"37	Robert Watkin, London
3	1'23"09	James Hegarty, Belfast
4	1'37"43	Craig Smith, Bury
5	1'40"19	Alan Blacklock, Andover

BRITAIN

1	1'05"99	Chris Pearson, Skipton
2	1'06"76	James Hegarty, Belfast
3	1'06"83	Robert Watkin, London
4	1'25"70	Alan Blacklock, Andover
5	1'27"23	Craig Smith, Bury

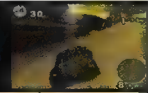
BRAZIL

1	1'01"37	Chris Pearson, Skipton
2	1'02"39	James Hegarty, Belfast
3	1'03"89	Robert Watkin, London
4	1'15"17	Craig Smith, Bury
5	1'19"34	Alan Blacklock, Andover

FRANCE

1	1'01"01	Chris Pearson, Skipton
2	1'02"46	James Hegarty, Belfast
3	1'03"41	Robert Watkin, London
4	1'16"19	Craig Smith, Bury
5	1'17"52	Alan Blacklock, Andover

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, Cheshire
2	4'42"59	Ross Anderson, Peterborough
3	4'42"98	Martin Van Duuren, Holland
4	4'43"88	Anders Ringdal, Norway
5	4'47"81	Craig Wood, West Sussex

MOUNT MAYHEM

1	4'43"11	Matthew Leach, Cheshire
2	4'44"99	Anders Ringdal, Norway
3	4'47"65	Martin Van Duuren, Holland
4	4'47"66	Ross Anderson, Peterborough
5	4'50"03	Jan-Erik Spangberg, Sweden

SUNSET SANDS

1	5'14"26	Martin Van Duuren, Holland
2	5'21"86	James Robinson, Cheshire
3	5'28"09	Ross Anderson, Peterborough
4	5'42"05	Thomas Hower, Denmark
5	5'43"41	Simon Jeffree, Northampton

INFERNO ISLE

1	6'29"06	Martin Van Duuren, Holland
2	6'33"09	Jan-Erik Spangberg, Sweden
3	6'33"93	Ross Anderson, Peterborough
4	6'33"61	Anders Ringdal, Norway
5	6'42"32	Evren Ondeafendi, London

METRO MADNESS

1	4'47"76	James Robinson, Cheshire
2	5'43"46	Martin Van Duuren, Holland
3	5'49"03	Ross Anderson, Peterborough
4	6'01"82	Sean MacKenzie, Edinburgh
5	6'03"21	Ben Staples, Watchet

WICKED WOODS

1	3'56"50	Martin Van Duuren, Holland
2	3'59"36	Ross Anderson, Peterborough
3	4'01"89	Steven Gamble, Australia
4	4'02"67	Anders Ringdal, Norway
5	4'05"93	Osman Sharif, Oxford



Quake II



STROGG OUTPOST

1	0:25	Peter Tweedie, Woking
2	0:25	Jan-Erik Spangberg, Sweden
3	0:29	Andrew Mills, Dundee
4	0:29	David Park, Tyne & Wear
5	0:34	Chris Scott, Dulwich

CENTRAL COMPLEX

1	1:19	Andrew Mills, Dundee
2	1:22	David Park, Tyne & Wear

INTELLIGENCE CENTRE

1	1:18	David Park, Tyne & Wear
2	1:22	Andrew Mills, Dundee

COMMS CENTRE

1	0:41	Andrew Mills, Dundee
2	0:47	David Park, Tyne & Wear

ORBITAL DEFENCE

1	1:29	David Park, Tyne & Wear
2	1:34	Andrew Mills, Dundee

DOCKING STATION

1	1:03	David Park, Tyne & Wear
2	1:16	Andrew Mills, Dundee

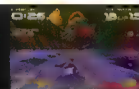
STROGG FREIGHTER

1	1:31	Andrew Mills, Dundee
2	1:47	David Park, Tyne & Wear

CARGO BAY

1	1:16	David Park, Tyne & Wear
2	1:20	Andrew Mills, Dundee

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:18.0	David Maguregui, Wellesbourne
2	0:19.0	Phil Hughes, Widnes
3	0:19.3	Rob Friend, Glossop
4	0:19.9	Mark Robinson, Congleton
5	0:20.0	Stuart Millar, Guildford

GORON IV

1	0:30.2	Rob Friend, Glossop
2	0:30.8	Phil Hughes, Widnes
3	0:31.3	Chris Adams, London
4	0:31.4	Simon Watson, Lincoln
5	0:31.6	Ash Bailey, Shropshire

SOKANA

1	0:32.7	Anthony Kay, Macclesfield
2	0:32.8	Rob Friend, Glossop
3	0:33.7	Chris Adams, London
4	0:33.8	Mark Robinson, Congleton
5	0:34.3	Phil Hughes, Widnes

DYRONESS

1	0:23.0	Mark Robinson, Congleton
2	0:23.6	Adam Tucker, Great Yarmouth
3	0:23.7	Phil Hughes, Widnes
4	0:24.3	Chris Adams, London
5	0:24.4	Rob van der Kooi, N'lands

MACHAON II

1	0:35.4	Stuart Millar, Guildford
2	0:36.2	Phil Hughes, Widnes
3	0:37.1	Chris Adams, London
4	0:37.2	Adam Tucker, Great Yarmouth
5	0:37.4	Mark Robinson, Congleton

TERAFUMOS

1	0:30.8	Stuart Millar, Guildford
2	0:31.8	Rob van der Kooi, The Netherlands
3	0:31.9	David Maguregui, Wellesbourne
4	0:32.0	Rob Friend, Glossop
5	0:32.0	Adam Tucker, Great Yarmouth

Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY

1	0:38	Martin Critchley, Doncaster
2	0:42	Phil Hughes, Widnes
3	0:45	Brendan Edge, Nottingham
4	0:53	Richard Dunn, Lincolnshire
5	0:55	Andrew Harvey, Reading

LIBERATION OF GERRARD V

1	4:04	Jan-Erik Spangberg, Sweden
2	4:05	Richard Dunn, Lincolnshire
3	4:14	Philip Ward, Portsmouth
4	4:20	Simon Duroe, Wales
5	4:20	Martin Critchley, Doncaster

SEARCH FOR THE NONNAH

1	3:31	Richard Dunn, Lincolnshire
2	3:33	Jan-Erik Spangberg, Sweden
3	3:38	Martin Critchley, Doncaster
4	3:46	Philip Ward, Portsmouth
5	4:26	Peter Cooper, High Wycombe

BATTLE OF HOTH

1	2:49	Jan-Erik Spangberg, Sweden
2	2:58	Simon Duroe, Wales
3	3:08	Andrew Harvey, Reading
4	3:11	Morten Tronstad, Norway
5	3:11	Brendan Edge, Nottingham

RESCUE ON KESSELL

1	0:24	Jan-Erik Spangberg, Sweden
2	0:25	Danny Dunn, Lincolnshire
3	0:28	Morten Tronstad, Norway
4	0:30	Ryan Medlock, Surrey
5	0:35	Alex Henderson, Bury St. Edmunds

THE BATTLE OF CALAMARI

1	3:00	Richard Dunn, Lincolnshire
2	3:07	Jan-Erik Spangberg, Sweden
3	3:28	Morten Tronstad, Norway
4	3:46	Simon Duroe, Wales
5	3:51	Josh Bryson, Cheltenham

DEFECTION AT CORRELLIA

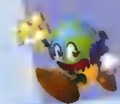
1	7:12	Simon Duroe, Wales
2	7:29	Jan-Erik Spangberg, Sweden
3	7:38	Andrew Harvey, Reading
4	7:43	Brendan Edge, Nottingham
5	8:15	Philip Ward, Portsmouth

BATTLE ABOVE TALORAAN

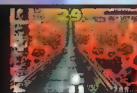
1	2:02	Danny Dunn, Lincolnshire
2	2:24	Jan-Erik Spangberg, Sweden
3	3:05	Peter Cooper, High Wycombe
4	3:06	Brendan Edge, Nottingham
5	3:45	Philip Ward, Portsmouth

DEATH STAR TRENCH RUN

1	1:51	James Skuse, Caterham
2	1:51	Niklas Burdon, Newcastle Upon Tyne
3	1:51	Liam Carroll, Carnforth
4	1:51	Peter Cooper, High Wycombe
5	1:52	Louis Constant, Birchington



F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, Great Yarmouth
2	1'15"246	Phil Hughes, Widnes
3	1'16"854	Gary Carney, Newcastle-upon-Tyne
4	1'16"917	David Van Moer, Belgium
5	1'17"007	Morten Tronstad, Norway

BIG BLUE

1	1'27"690	Adam Tucker, Great Yarmouth
2	1'29"634	Gary Carney, Newcastle-upon-Tyne
3	1'31"999	Tony Dunster, London
4	1'32"502	David Van Moer, Belgium
5	1'33"343	Morten Tronstad, Norway

SECTOR ALPHA

1	1'22"696	Adam Tucker, Great Yarmouth
2	1'23"527	Phil Hughes, Widnes
3	1'24"792	Morten Tronstad, Norway
4	1'24"830	David Van Moer, Belgium
5	1'24"888	Victor Hacon, Norfolk

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, Widnes
2	1'16"218	Hedley Gabriel, Essex
3	1'18"399	Adam Tucker, Great Yarmouth
4	1'22"152	D. D. Ramone, Carlisle
5	1'22"591	Sam Fenwick, Leighton Buzzard

FIRE FIELD

1	1'14"360	Phil Hughes, Widnes
2	1'15"028	Adam Tucker, Great Yarmouth
3	1'15"183	D. D. Ramone, Carlisle
4	1'17"802	Gary Carney, Newcastle-upon-Tyne
5	1'19"908	David Van Moer, Belgium

RED CANYON 2

1	1'33"776	Adam Tucker, Great Yarmouth
2	1'34"800	Gary Carney, Newcastle-upon-Tyne
3	1'34"935	Phil Hughes, Widnes
4	1'35"555	D. D. Ramone, Carlisle
5	1'39"323	Tony Dunster, London

SPACE PLANT

1	2'00"535	Adam Tucker, Great Yarmouth
2	2'01"163	Phil Hughes, Widnes
3	2'02"173	D. D. Ramone, Carlisle
4	2'05"109	Sam Fenwick, Leighton Buzzard
5	2'05"442	Gary Carney, Newcastle-upon-Tyne

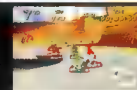
PORT TOWN 2

1	1'52"832	Adam Tucker, Great Yarmouth
2	1'52"920	Phil Hughes, Widnes
3	1'53"521	Gary Carney, Newcastle-upon-Tyne
4	1'54"461	David Van Moer, Belgium
5	1'54"676	D. D. Ramone, Carlisle

SAND OCEAN 2

1	1'36"776	Adam Tucker, Great Yarmouth
2	1'37"485	Gary Carney, Newcastle-upon-Tyne
3	1'37"834	Tony Dunster, London
4	1'38"470	Phil Hughes, Widnes
5	1'38"635	D. D. Ramone, Carlisle

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'29"56	Adam Tucker, Great Yarmouth
2	1'31"56	Rob Inman, Aylesbury
3	1'32"36	Mario Keer, The Netherlands
4	1'32"40	Andrew Mills, Dundee
5	1'34"40	Anthony Kay, Macclesfield

FROSTY VILLAGE

1	1'19"40	Phil Hughes, Widnes
2	1'19"90	Daniel Carlsson, Sweden
3	1'20"65	Anthony Levitt, Swanley
4	1'22"10	Morten Tronstad, Norway
5	1'23"96	Adam Tucker, Norfolk

WHALE BAY

1	0'55"31	Phil Hughes, Widnes
2	0'56"51	Morten Tronstad, Norway
3	0'56"75	Adam Tucker, Norfolk
4	0'58"71	Andrew Mills, Dundee
5	0'59"43	Danny Dunn, Lincolnshire

PIRATE LAGOON

1	1'04"45	Adam Tucker, Great Yarmouth
2	1'05"41	Phil Hughes, Widnes
3	1'05"66	Morten Tronstad, Norway
4	1'05"73	Jan-Erik Spangberg, Sweden
5	1'06"46	Anthony Levitt, Swanley

TREASURE CAVES

1	0'47"06	Phil Hughes, Widnes
2	0'47"83	Rob Inman, Aylesbury
3	0'48"43	Adam Tucker, Great Yarmouth
4	0'48"61	Daniel Carlsson, Sweden
5	0'49"06	Richard Dunn, Lincolnshire

BOULDER CANYON

1	1'32"66	Phil Hughes, Widnes
2	1'32"96	Adam Tucker, Great Yarmouth
3	1'33"26	Morten Tronstad, Norway
4	1'33"81	Danny Dunn, Lincolnshire
5	1'36"40	Andrew Mills, Dundee

HAUNTED WOODS

1	0'50"45	Rob Inman, Aylesbury
2	0'51"20	Phil Hughes, Widnes
3	0'53"91	Adam Tucker, Great Yarmouth
4	0'54"06	Daniel Carlsson, Sweden
5	0'54"95	Jan-Erik Spangberg, Sweden

STAR CITY

1	1'29"53	Adam Tucker, Great Yarmouth
2	1'30"50	Rob Inman, Aylesbury
3	1'30"90	Richard Dunn, Lincolnshire
4	1'31"76	Anthony Levitt, Swanley
5	1'31"93	Morten Tronstad, Norway

SPACEPORT ALPHA

1	1'40"46	Rob Inman, Aylesbury
2	1'40"71	Andrew Mills, Dundee
3	1'41"33	Phil Hughes, Widnes
4	1'43"10	Morten Tronstad, Norway
5	1'47"75	Adam Tucker, Great Yarmouth

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put it in the post - it'll be there in the next one.

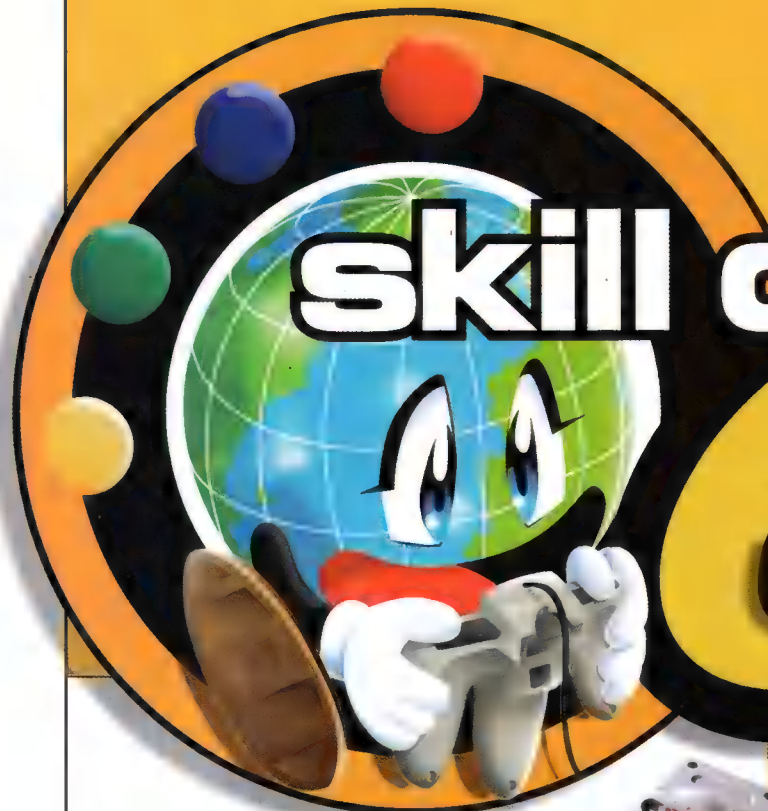


In association with

skill club

64

The toughest games club in the world – and the toughest challenges known to man...



The new Millennium brings a whole new class of games, but, here at Skill Club, we're still rejoicing at the sight of 'old' classics like *Turok 2*, *Zelda*, *GoldenEye*, *Mario*, *Mario Kart* and *Banjo-Kazooie*. Oh, yes.

So much so, in fact, that we've created the world's toughest games club, a place where only those capable of gamesplaying's highest feats can expect to congregate. Fancy your chances? Well, complete three of the challenges opposite and you'll reach the industrious Bronze Club, while a further five will see you scaling the heady heights of Silver. On each you can expect to receive an exclusive **N64** Skill Club certificate.

If, however, you reach Gold for the first time – that's a whopping 10 challenges – you'll find yourself the happy recipient of a Gold certificate and either a brilliant new Gamester Advanced Controller pad or an equally precious Gamester Tremor Pak with 1Mb memory. Impressively nice, hmm?

Best of all, though, if you get Platinum licked – that's (gulp) 14 challenges – you'll receive a rare **N64** Magazine T-Shirt, an **N64** Magazine pin badge and, of course, that show-it-off-to-your-friends exclusive Platinum Club certificate.

So, if you think you can handle Skill Club, and fancy a piece of the action from our friends at Gamester (01992 503133) get clubbin'!

the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.
- You can enter whichever challenges you like – it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in *Mario Kart* and *Wave Race*.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the **N64** video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64** Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the light (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

A Super Mario 64	E Yoshi's Story
B DKR	L Banjo-Kazooie
C Lylat Wars	M 1080°
D GoldenEye 007	N F-Zero X
E ISS64	O Zelda
F Mario Kart 64	P Turok 2
G Pilotwings 64	Q Rogue Squadron
H Turok	R F1 World GP
I Blast Corps	S FIFA '99
J Wave Race 64	T Star Wars: Racer

Please send my badge and certificate to:

Name

Address

ENTRY

FORM

Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.



challenge **A**

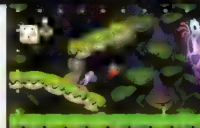
Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. And DGG + No. 4.

challenge **K**

Yoshi's Story

What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in N64/16 and the Double Game Guide + on the front of N64/9 should prove very handy.

challenge **B**

Diddy Kong Racing

What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in N64/10, and our guides in N64/11 and 12. Also, don't forget the DGG + with issue 11.

challenge **L**

Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen - simple!
Helpful tips: A huge guide in N64/19 and DGG + No. 9.

challenge **C**

Lylat Wars

What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: N64/8's free poster and the DGG + No. 2.

challenge **M**

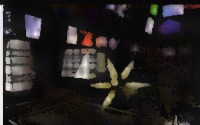
1080° Snowboarding

What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: N64/22's Double Game Guide +.

challenge **D**

GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with N64/9, tips in N64/10 and 12 and the Double Game Guide + on the front of N64/12.

challenge **N**

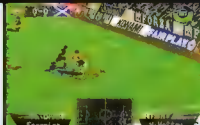
F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in N64/24's DGG +.

challenge **E**

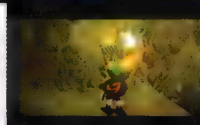
ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in N64/4 and 14.

challenge **O**

Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in N64/26 will tell you everything you need to know.

challenge **F**

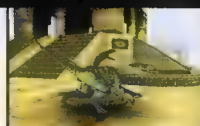
Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in N64/4, tips in N64/5. DGG + No. 2.

challenge **P**

Turok 2

What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a snapshot of the load game screen.
Helpful tips: This is very tough. Plenty of tips in N64/24.

challenge **G**

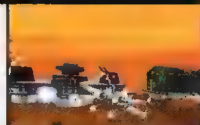
Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in N64/6 and tips in the Double Game Guide + on the front of N64/19.

challenge **Q**

Rogue Squadron

What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: N64/27's guide, or N64/31's DGG +.

challenge **H**

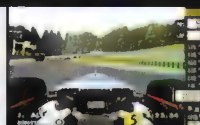
Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible - important, that bit.
Helpful tips: None available.

challenge **R**

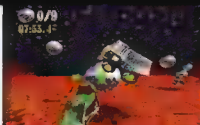
F1 World Grand Prix

What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of N64/22.

challenge **I**

Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in N64/8 and the Double Game Guide + on the front of N64/16.

challenge **S**

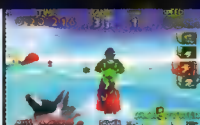
FIFA 99

What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in N64/28.

challenge **J**

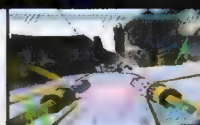
Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There're tips in N64/2 and the DGG + on the front of N64/14.

challenge **T**

Star Wars Episode 1: Racer

What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in N64/31 and N64/32.



PLATINUM Club

complete 14 challenges

Christopher Davies,	Croydon
Andrew Mills,	London
David Nicol,	Cambridge
Richard Davies,	Rotherham
Stephen Adams,	Dundee
Graham Underwood,	Cumbria
Andrew McGrae,	Southport
Derek Thomson,	Edinburgh
Craig Silcocks,	Trowbridge
Alex Deas,	Scotland

Craig Smith,	Bury
Greg Duncan,	Glasgow
Aidan Murray,	Co. Cork
Paul Isaia,	Southampton
Daniel Syversen,	Norway
Patrick Wessels,	Surrey
Ross McKinstry,	Arbroath
David Crowther,	Kent
Stephen McMathon,	Co. Down
Michael Mawdsley,	Southport

Paolo De Luca,	Italy
George Ransley,	Southampton
Sjoerd Hatzmann,	Holland
Tjeerd Van Deemtere,	Holland
Tim Lai,	Bromley
David McGivern,	Belfast
Chris Richmond,	Australia
Andrew Harvey,	Twyford
Jerome Francois,	Western Australia

GOLD Club

complete 10 challenges

Kelly Humphreys,	Marlow
Gregor Richards,	Dorking
Stuart Richards,	Dorking
John Kostons,	Nederland
Piet dem Dulk,	Holland
Robert Gallagher,	Eastleigh
Ingvar S. Arnorson,	Iceland
David Sharp,	Clackmannanshire
Shane Roberts,	Spalding
Mark Currid,	Ireland
David Keane,	Sandwich
Stelios & Orestis Giarelmos,	Greece
Michael J.K Bevan,	New Zealand
Chris Smith,	Tyne & Wear
Kostas A. Mitzithras,	Greece
Richard Ford,	London
Phill Young,	Northallerton
Scott Brown,	Stocksfield
Daniel McCann,	Glasgow
Afong Toh,	The Netherlands
Brett Slader,	Australia
Gary Thomson,	Mid Lothian
Nick & Chris Robinson,	West Sussex
Alan Dundas,	Angus
Jeremy Hammett,	Woking
Tom Spurrier,	Southampton
Mark Reilly,	Glasgow
Antonio Vites Carmora,	Spain
Chris Partridge,	East Sussex
Jesús Ramos Membrive,	Spain
Chris Ross,	Angus
Ross Duncan,	Nairn
Joshua Takaoka,	Newbury
Paul Northend,	Middlesborough
Bill McCoist,	Fareham
Tom Magee,	Catterick
Peter Tweedie,	Woking
Daniel Carlsson,	Sweden
Chris & Kevin Fennelly,	London
Gregory Kuzdenyi,	Ealing
Kenton Knop,	America
Michael Cunningham,	Australia
Alex Deas,	Scotland
Davy James,	Powys
Lawson Gavin,	Co. Offacy
Matthew Weston,	Nottingham
Gearoid Reidy,	Co. Offaly

Christopher McCabe,	County Down
Robert Clark,	Kent
Dee Dee Ramone,	Cumbria
Steve Keenan,	Norfolk
Daniel Lorenz,	Oxon
Chris Gray,	Fife
Martin Rosinski,	London
James Hegarty,	Belfast
Jamie Hobbs,	Norfolk
Nick Haynes,	Orpington
Colin Taylor,	Barnet
Mariusz Panczar,	Poland
Morten Tronstad,	Norway
David Smart,	Glasgow
Aidan Murray,	Co. Cork
Gavin Bolder,	Kent
Aaron Clack,	Kent
Aidan Murray,	Co. Cork
Martin Flynn,	Kent
Griffin Leadbrand,	Australia
Ryan McIlvenna,	Antrim
Steven Ward,	Hawes
Kevin Sutton,	Tipperary
Alan West,	Suffolk
Adam Taylor,	Norfolk
Dylan Foale,	Devon
Nathan Jones,	Bucks
Patrick Richards,	Australia
Aaron Norris,	Australia
Lewis Prattis,	Camb
Martijn van Waveren & Max Borthwick,	Edinburgh
Jack Gilbey,	Bridgeport
Iain Dalby,	Tyne & Wear
Christopher Grant,	Scotland
Pieter van den Brink,	Netherlands
David Heath,	East Sussex
David Conroy,	Accrington
Paul Walker,	Kidderminster
Alastair McKellar,	Nairn
Adam Holmes,	Birmingham
David Grice,	West Bromwich
Matthew Prior,	Norwich
Luke Yeandle,	Abertillery
Rodney McComb,	Co. Londonderry
Max, Steven and Hal,	Dundee
Alex Mclver,	Edinburgh
Mark Webb,	Gloucester
Craig Lindley,	Australia

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED	
Kevin Spring,	Bradford	A,B,C,D,G,H,I	Chris Smith, Lincoln	A,C,H,I,O,Q,R
Kenneth Pickering,	Ayrshire	A,B,C,D,G,I,J	Chris Barlett, Kent	A,E,F,M,N,O,P
Shaun Bell,	Trowbridge	A,B,D,E,G,H,I	David O'Hara, London	A,B,C,D,E,F,M
Kurt Peter Radford,	Rotherham	A,B,D,E,F,I,J	John Calderon, Wishawhill	A,C,E,N,O,P,T
Philip Foster,	Havant	A,B,D,E,F,G,I	Martin Leng-Smith, Kent	A,B,D,F,O,Q,T
Derek Topper,	Bristol	A,C,E,F,G,H,I	Sebastian Vass, Bath	A,B,D,H,M,O,P
Chris Searce,	Reading	A,B,C,D,F,G,I	Ashley Bennett, Essex	A,D,I,L,P,C,Q
Arthur Van Dalen,	The Netherlands	A,B,D,F,G,H,I	James O'Sullivan, Somerset	A,B,C,D,L,O,P
Ciaran McDermott,	Ireland	A,B,C,D,E,F,H	Ben Mills, Bedford	A,B,D,G,J,Q,T
Rony Costa,	Middlesex	A,B,C,D,E,I,J	Simon Johansson, Sweden	A,D,F,G,H,I,N
Andrew Castiglione,	Bristol	A,B,D,E,F,H,I	Tom Mitchell, Cumbria	A,D,F,I,M,O,Q
Jon Olav Larsen,	Norway	A,B,C,D,E,F,G	Sverre Jarl Enger, Norway	A,B,D,G,M,N,O
Mario Sioutis,	Greece	A,C,D,E,F,G,H	Rob Inman, Aylesbury	B,D,L,M,N,O,P
Andrew Rutherford,	Macclesfield	A,B,C,D,F,G,I	Jonathan Maginness, Congleton	A,B,C,D,O,Q,R
Ben Campion,	Staffs	A,B,C,D,F,H,I	Mariusz Bujak, Poland	A,B,C,G,O,Q,T
Ben Cook,	Shoreham-By-Sea	A,B,C,D,G,H,I	Gary Brawn, Chester	A,D,F,L,M,O,R
Chris Constable,	Devizes	A,C,D,F,G,H,I	John Gallagher, Ayrshire	A,C,E,H,M,N,Q
Craig Scotney,	Leighton Buzzard	A,B,C,D,G,H,I	Martin Greenwood, West Midlands	A,D,E,M,O,P,R
Dave Bloemer,	Holland	A,B,C,D,F,G,K	Tony Hobbs, Leeds	A,B,C,E,H,M,R
The Terrible Twins,	Banbury	A,B,C,E,F,H,I	Justin Badger, Wolverhampton	A,B,C,D,E,G,M
Gard Mellemstrand,	Norway	A,C,D,E,F,G,I	Emil Tanem, Norway	A,B,D,H,I,N,T
Andrew Taylor,	Cheshire	A,B,C,D,F,H,I	Andrew Panchin, Basingstoke	A,C,F,I,M,O,P
James Cruickshank,	Clackmannanshire	A,C,D,F,G,H,I	Rene Jensen, Denmark	A,C,D,N,O,Q,T
Tom Clarke,	Bucks	A,B,C,D,F,I,K	Paul Davies, Conwy	A,B,C,D,G,I,M,O
Kevin Gilbert,	Upton	A,B,D,G,H,I,K	Kevin Loughlin, Slough	A,B,C,E,F,K,M,O
Brian Mulheran,	Tyne & Wear	A,C,D,E,F,G,H	Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Robbie Klijn,	The Netherlands	A,B,C,D,E,F,L	Christopher Smith, Surrey	A,B,C,D,E,I,K,L
Stuart Derbyshire,	Bolton	A,B,D,E,F,G,I	Chris Kerry, Essex	A,B,C,F,G,I,K,L
John Heelham,	Manchester	A,B,D,G,H,I,K	Matthew Weston, Nottingham	A,B,C,D,G,H,I,L
Adam Denton,	Crewes	A,B,D,F,G,H,I	Torri Marco, Switzerland	A,B,C,D,E,L,M,N
Jeremy Scoble,	Plymouth	A,C,D,E,G,H,I	Laurie Eggleston, Kent	A,B,C,D,F,G,I,M
Lewis Cave,	Loughborough	A,B,D,E,F,I,N	Philipp Sokolean, Switzerland	A,B,D,E,H,I,L,M
Stephen Mansfield,	Derby	A,B,C,D,E,I,M	James Hegarty, Belfast	A,B,F,G,H,I,N,P
Steven Said,	Australia	A,B,E,F,G,I,M	Richard Whitham, Poulton-le-Fylde	A,B,C,D,F,G,L,O
Pedro Manacas & Rui Mota,	Portugal	A,D,E,F,H,I,N	Matthew Wilkins, Wiltshire	A,B,D,E,G,I,M,N
David Gamble,	Co. Antrim	A,B,C,D,I,L,N	David Lonroy, Lancastershire	A,C,E,F,G,H,M,O
James Bundy,	Reading	A,C,D,E,F,I,L	Richard Sutton, Kent	A,B,I,F,L,M,N,O
M. Mina,	Essex	A,C,E,F,I,M,O	Phillip Renyard, Ashford	A,B,D,F,I,L,N,O
Nils Menzler,	Germany	A,B,C,E,I,N,O	Ben Woodhouse, Whitby	A,C,D,H,I,M,N,P
Jimmi Arela,	Finland	A,B,D,E,F,I,P	Arne G Pettersen, Norway	A,B,F,G,I,K,M,O
Geoffrey Maddocks,	Australia	A,D,F,G,I,M,N	Simon Nash, Watford	A,B,D,H,I,L,M,O
Christopher Grant,	Inverness	B,C,F,H,I,L,M	James Martin, Newent	A,B,C,D,E,M,O,P
Anthony Gruitt,	Sittingbourne	A,B,C,D,F,G,M	James McCallum, County Antrim	A,C,D,F,I,M,O,P
M Hall,	Middlesex	A,B,D,E,F,M,P	Peter Barrett, Co. Armagh	A,C,D,F,L,M,N,P
Sam Thompson,	Aberystwyth	C,D,I,M,N,O,P	David Faggiani, Manchester	A,B,C,D,F,N,O,Q
Alex Underhill,	Wolverhampton	A,C,F,I,L,M,O	Anthony/Daniel Hooley, Derby	A,B,F,I,K,N,P,T
David Littern,	Middlesex	A,B,D,E,F,M,P	Richard Walklate, Hampshire	A,B,C,D,F,G,H,O
Steven Dalton,	Stockton-on-Tees	A,B,D,E,G,H,I	Charles Brent, Southampton	A,B,C,D,F,G,H,O
Reuben Barker,	East Sussex	A,C,D,G,L,N,O	Chris Gray, Fife	A,C,D,E,F,H,I,J,L
Andrew Cox,	Cornwall	A,B,C,D,E,F,N	Kevin Seeney, Bury St Edmunds	A,B,C,D,I,L,M,O,P
Ryan Bledsoe,	Kernsborough	A,B,D,H,I,L,P	Ciaran Spence, Ireland	A,B,D,E,F,G,H,I,J
David Albon,	Herts	A,C,D,E,F,M,N	James Eyre, Leicestershire	D,B,A,F,C,I,N,P,O
Andrew Hannath,	Swindon	A,B,C,D,F,G,H	Paul Davies, Wrexham	B,D,E,H,I,J,O,P,R
James Vallerine		A,E,F,G,I,M,O	Thomas McAlinden, Ireland	A,C,G,I,J,M,N,O,Q
Andrew Granville,	Bridgend	A,B,D,G,I,M,O		
Gary Carney,	Newcastle-upon-Tyne	A,C,D,F,L,N,O		
Rod Bayliss,	Australia	A,B,D,F,G,H,O		
Richard Kearney,	Wirral	A,D,E,I,N,O,P		
Turo Halinen,	Finland	A,B,C,D,F,K,O		
David Lewis,	Birmingham	A,B,D,E,F,M,O		

BRONZE Club

complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Ben Stevens, London	A,E,F	Edward Lunn, West Sussex	A,B,C	Helen Doherty, London	A,B,O	Mark Shackcloth	A,F,G,I
Keith Tannahill, Ayrshire	A,D,J	Frederic Azals, Canada	A,B,D	Jenna Blackman, Bognor Regis	A,F,M	Daniel Brown, Australia	A,D,E,M
Jamil Yahyaoui, Belfast	A,B,D	Robert Moore, Co. Cork	A,C,E	Jonathan Walker, West Midlands	A,O,P	Jerden Marinus, The Netherlands	A,B,E,H
Michael Achilles, Chingford	A,D,I	Michael Elderfield, Canterbury	A,D,F	Eric Milne, Galashiels	A,M,O	Jaako Herminen, Finland	A,B,C,I
Jan Dehm Neves, Portugal	A,E,G	Tjing Lam, Netherlands	A,E,F	Robert Johnson, Coventry	A,F,O	Anthony Bogan, Cleveland	B,D,H,I
Ben Wakefield, Twickenham	A,B,D	Lesley Hodges, Switzerland	A,B,I	James Fowler, Staffs	A,I,M	Richard Doherty, Newport	B,D,E,I
Omid Elliott, Co. Tyrone	A,B,C	Tom Hill, Wickford	A,B,F	James Fitzgerald, Merseyside	A,I,O	Jonathan McConnell, Turo	A,B,E,F
Nick Syrad, Reading	A,D,F	Mart V. D. Ven, Holland	A,C,I	Luke Cavalier, Australia	B,E,F	Ross McConnell, Turo	A,B,E,F
Patrick Laakso, Sweden	A,B,D	David Conroy, Lancaster	A,B,C	Geir Olav Skei, Norway	A,D,I	Barry Glover, Manchester	A,B,D,M
David Gibson, Fleet	B,D,H	John Addis, Marlow	A,B,D	Tom Winteron, Lincs	A,C,F	Chris Lowe, Tyne & Wear	A,C,D,H
Mark Underwood, Cumbria	A,E,I	Victor Supica, Australia	A,B,K	Craig Syme, Kent	A,D,T	Steven Astley, Wigan	A,E,F,I
Daniel Longstaff, Chigwell	A,G,I	Ben Duffield, Great Yarmouth	A,D,E	John Roe, Cambridge	A,B,O	Mike Smith, Gloucester	A,B,C,M
Vincent Coyne, Galway	A,E,F	Rowan Sloan, Orpington	A,D,F	Richard Elliot, Guernsey	A,B,D	Ivo Miguel Castro Couto, Madeira	A,D,G,O
Raoul Smids, Belgium	A,B,G	James Hulston, Manchester	A,D,H	Sandy Critchey, Doncaster	A,M,Q	David Shuker, West Midlands	A,B,C,H
Chris O'Riordan, Cornwall	A,B,E	Mike Barber, Stoke-on-Trent	A,C,D	Raymond Wegman, Holland	A,D,M	Anthony Coombes, Bridgewater	A,D,O,P
Sandy McKenzie, Fife	C,F,G	Gary Townsend, Norfolk	A,B,D	Christopher Tynan, Cumbria	B,I,T	Nick Mutchlin, Selkirkshire	B,H,M,O
Norman Glover, Cleveland	A,B,F	Chris 'The Pyemaster' Madden	A,B,C	Tim Booth, Shropshire	B,M,N	Luke Butcher, London	A,D,I,O
Alex Johnson, Sidcup	A,C,D	Joshua Kendall, Australia	B,C,D	Simon Johnson, Tyne & Wear	A,M,P	Steffan Hole, Bridgend	A,B,E,M
Damian Unwin, Botton	A,C,D	Robert Eaton	A,B,G	Sean Cooney, Co. Cork	D,M,P	Chris Barnes, Burton-on-Trent	A,E,I,O
Chris Hinkley, Peckham	A,B,F	James Steer, Maidenhead	A,D,F	Stian Olsen, Norway	A,B,D	Ian Lawlor, Leeds	A,B,D,O
Gordon Willmott, Edinburgh	A,D,K	Robert Beaver, Manchester	A,B,D	Chris Smith, Lincoln	C,H,I	Gregory Dillow, Ealing	A,B,C,D
Johan Brown, Grantham	A,B,D	Carl Brennan, Cumbria	A,B,F	Alamgir Ali, Herts	A,D,M	Henrik Brixmark, Motala	B,E,L,N
Russell Higgins, Shropshire	A,G,I	Henry Edmondson, Preston	A,B,H	Thomas Freeman, Derby	B,G,J	Oscar Cederberg, Motala	B,E,L,N
Wajahat Ali, Blackburn	A,C,E	Richard McCann, Wirral	A,C,D	Scott Murray, Scotland	A,C,I	Edward Forrester, Southampton	F,G,H,M
Adam Bull, Leeds	A,I,K	Thomas Taylor, London	A,C,D	John Campbell, Scotland	A,C,I	Martin Critchey, Doncaster	A,C,D,M
Tormod Krogh, Norway	A,C,F	Henryk B. Zaleskij	A,B,L	Jamie Brock, Weston-Super-Mare	A,F,O	Petri Sattlin, Finland	B,D,E,O
Remko Veenstra, Holland	A,F,G	John Lucas-Herald, Edinburgh	A,D,I	Andrew Gold, Glasgow	A,B,I	Rambo, Merseyside	A,B,I,I
Moe Aboulkheir, London	A,D,J	Michael Craze, Chigwell	A,C,D	Ludvig De Vleeschouwer, Belgium	A,B,D	Andrew Pinchin, Basingstoke	A,C,F,O
Oliver Bolton, Kent	A,C,F	Jostein Austvik Jacobsen, Norway	A,B,F	Simon Terry, Surrey	A,B,M	David Sanderson, Worcester	A,B,G,M
Eldrid Jones, Gwynedd	A,B,F	Daniel Aherne, Manchester	A,B,D	Edward Long, Co. Cork	D,M,P	Lorne Tieten, Surrey	A,C,F,I
Alan Hooper, Weston-super-Mare	A,D,E	Mark Jackson, Cumbria	A,D,H	Mark Hall, Shropshire	A,B,Q	Chris Dyer, Newcastle-Upon-Tyne	A,D,F,G
Alexander Filipowski, Warrington	C,F,I	Paul Howling, Suffolk	A,D,M	Andrew Henderson-Regg, Norfolk	A,F,O	Nigel Pain, Plymouth	B,D,O,Q
Wayne Parkes, Cornwall	A,B,D	Ricardo Perez, Southampton	A,B,I	Richard Dell, Surrey	C,D,M	Alex Dickinson, Australia	B,D,G,M
Joel Porter, London	A,E,F	David Fisher, Hull	A,D,E	Jason Frost, Australia	D,I,L	Ben Holroyd, Essex	C,D,F,P
Floryn Cleverens, The Netherlands	A,C,G	MD Lin, Crawley	D,E,H	Kalvin Graham, Glasgow	D,F,G	Richard Best, Dundee	A,B,E,N
Richard Holmes, Derbyshire	E,G,I	Harris Tsalidis, Greece	A,C,D	Gavin Leithall, Devon	A,B,F	Kasper Bruun, Denmark	A,D,M,Q
Alex Wood, Ipswich	A,B,D	Matthew Greig, Angus	A,E,H	Jonathan Ko, Redditch	C,D,O	Josh Bryson, Cheltenham	A,D,Q,R
Mike Hodzelmans, Holland	A,B,D	Iestyn Roberts, Caernarfon	A,D,F	Adam Coltman, Surrey	A,D,F	Sheldon Marsh, Somerset	A,B,D,M
Michael Petch, Doncaster	A,B,I	Nick Fell, Oxshott	B,D,M	Tom Riley, Herne Bay	A,N,T	Andrew Barraclough, Galashiels	A,E,H,M
Simon London, Norwich	A,B,C	Christopher Poole, Bristol	A,B,M	Stuart Black, Middx	D,F,P	Henri Halonen, Finland	A,F,L,O
Peter Campbell, Belfast	D,G,J	Anthony Reynolds, London	A,F,M	Chris Lockwood, Grimsby	A,O,P	Nathan Dobby, Cheshire	A,B,I,O
William Shutes, Norwich	A,B,F	Luke Wells, Chester	A,D,I	Chris Toudic, Jersey	A,F,O	Joachim Clauwers, Belgium	A,B,D,H,I
Simon Lyddon, Devon	A,B,D	Tom White, West Sussex	A,I,M	Thomas Yates, Reading	A,B,T	Robert Ward, Middlesex	A,B,G,H,I
Steven Smith, Essex	B,D,F	Liam Allsworth, Oxford	H,I,L	Chris Purdie, Jersey	A,I,T	Aaron Tuson, Essex	A,C,D,E,F
Henry Rummins, Ashford	A,B,D	Daniel Allsworth, Oxford	H,I,L	Mark Robinson, Congleton	D,H,T	Simon Webber, Wokingham	A,D,E,F,F
Edward Rummins, Ashford	A,B,D	Saiji Lim, South Croydon	B,C,M	Andrew Foster, Ilkley	D,M,P	Stephen Rogers, Manchester	A,C,E,H,I
Ryan Carson, Devon	A,C,F	William King, Bromsgrove	A,E,F	Matthew Sexton, Bedford	A,D,O	Pat Shields, Co. Down	A,C,D,E,I
Thomas Vincett, Weston-super-Mare	A,D,F	David Kelsey, London	B,D,E	John Szaspaniak, Suffolk	A,I,J	Benjamin Khan, Bradford	B,C,D,F,I
Sarah Margie, Ware	A,B,I	Sam Ranford, Cornwall	D,H,I	Ben Claxton, Essex	A,L,M	Per Nilsson, Sweden	A,B,D,F,I
Toni Ylaranta, Finland	A,G,I	Richard Fong, Bebbington	A,B,D	Jonathan Bennison, Herts	D,M,R	Panagiotis Bagkiotis, Greece	A,B,C,F,I
Tom Badran, Basingstoke	A,C,G	Andrew Fong, Bebbington	A,B,D	Gary Enticott, Cardiff	A,R,T	Roeland Van Staalen, Holland	A,B,C,F,I
John Hope, Northampton	A,F,I	Hedley Gabriel, Essex	A,B,D	Michael Rowinski, Poland	A,H,M	Aynsley Welling, Cyprus	C,E,F,G,I
Joshua Clarke, Birmingham	A,C,F	John Mellor, Huddersfield	A,G,H	Jamie Burt, Somerset	M,O,Q	Mark Herjan, Poland	A,C,D,I,M
Matthew Harper, Gloucester	A,D,I	Luke Sculley, East Sussex	A,B,M	Simon Haywood, Birmingham	D,F,O	Charles Ayessa, Australia	A,B,D,G,H
Christopher Green, Reading	A,D,F	Asim Haneef, Croyden	A,B,H	Bobby Matthews, Kingston upon Thames	A,D,Q	Mark Green, Cheltenham	A,C,D,H,I
Chris Knowles, Cheshire	A,B,D	Jack Tappenden, Kent	A,B,M	Daniel Mills, Sunderland	A,D,F	Chris Kerry, Essex	A,B,C,F,I
Dennis Schuh, Holland	A,C,D	Michael Betts, Northampton	A,B,M	Paul Want, Learnington Spa	A,F,I	Daniel Metcalf, Norwich	A,C,D,F,G
Niall Outglive, Co. Tyrone	A,B,H	Gregory Moore, Radley	D,M,O	Johnathan Waugh, Glasgow	B,D,I	Michael Middleton, Huddersfield	A,B,C,D,H
Guy Burdge, Somerset	A,D,E	Nicholas Crew, Petersfield	A,I,M	Darryl Cook, Brighton	A,L,O	Richard Brady, Essex	A,D,H,I
Brian Davidson, Co. Tyrone	A,B,D	James Whitehurst, Dorset	C,D,F	Christian Eckmann Engelsen, Norway	A,B,O	Steven Bigham, Whitburn	A,C,F,H,I
Scott Butler, Co. Armagh	A,C,G	Morville O'Driscoll, Worcester	A,D,O	Oliver Rea, Wokingham	A,D,O	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Andrew Phillips, London	A,D,J	Aaron Woolridge, Monmouth	D,H,N	Tony Pang, Orpington	A,D,O	Andre Biffeun, Holland	A,B,E,G,I
Alastair Edwards, London	A,D,J	Daniel Tiller, Eastleigh	A,I,M	Stewart McIver, Edinburgh	A,B,C	Roger King, Suffolk	A,B,D,F,I
Paul Shinn, Deptford	A,I,K	Jenny Lam, Southampton	A,B,I	David Washington, Switzerland	C,M,Q	James Smith, Gloucester	A,B,D,G
Oliver Carson, Devon	A,C,D	Toby Searle, Kent	A,C,M	Helen Tonsberg, Norway	A,M,T	Alain Keersmaekers, Belgium	A,B,E,F,I
Christopher Balzan, Kent	A,C,D	Paul Murray, Switzerland	A,B,P	Anders Nicholls, London	A,G,O	Andy Pearce, Featherstone	A,B,D,F,I
John Davies, Staffordshire	A,C,D	Sam Wills, Wolverhampton	A,C,J	Paul Davies, Edmonton	B,E,G,I	Graeme Downes, Surrey	A,C,D,O,P
Steven Mai, Staffordshire	A,C,D	Kevin Moss, Wolverhampton	A,B,D	Chris Thomas, Wallington	A,B,C,I	Adam Skeggs, Leicester	A,C,E,H,M
Daniel Green, Thornton	A,C,D	Andrew Gair, Stafford	A,D,P	Tom Walker, Halstead	A,E,F,H	Robert J. David Scott, Fife	A,F,H,I,M
Ben Dawson, Sheffield	C,D,J	Christopher Conn, Aberdeen	A,D,O	Lawrence Gilbey, Bripport	A,B,C,I	Martin Hunter, Edinburgh	A,B,C,E,I
Richard Best, Dundee	A,B,E	Andrew Grant, Shetland	A,I,P	Neil Williamson, Nottingham	A,B,C,F	Mervyn Wan, Surrey	A,B,C,D,O
Marc Edgeworth, Gloucester	A,F,G	Martin Cullum, Middlesex	A,E,I	James Leigh, Clevedon	A,B,G,I	Scott Douglas, Oxon	B,E,I,M,O
Chris Pitchell, Bristol	A,B,I	David King, Kent	A,B,D	Carl Bullen, Liverpool	A,B,G,H	Bruce Linings, Walford	A,D,H,L,O
Harrison Bolt, Surrey	A,B,F	William Luing, Penzance	M,N,O	Alex Mann, Bedford	A,C,D,F	Leigh Bates, Wiltshire	B,C,F,I,O
James Arnold, Australia	A,B,C	Alex Symington, East Sussex	A,L,O	Mark Quinn, Preston	A,B,E,I	Jan-Erik Spangberg, Sweden	M,N,P,S,L
Alan Thomas, Haverfordwest	A,F,I	Stephen Whelan, Kent	A,B,L	Mark Quin, Finland	B,D,E,I	Nick Hughes, Bury	A,D,F,I,T
Mark Aquilina, Malta	A,B,I	Adam James Rigby, Bedford	A,B,C	Andrew Davies, Essex	A,B,D,I	Danielle Simoncelli, Italy	A,B,D,E,F
Gokhan Kurt, London	C,H,I	Aodan McDangh, Ireland	A,D,G	Martin Cater, Hucknall	A,B,C,G	Richard Jenkins, Scotland	C,D,E,M,T
Raymond Wan, Cheshire	A,B,D	Jonathan Rockcliff, Tadcaster	A,C,D	Daniel Lally, Berkshire	A,B,F,G	Stephane Gosselin, Canada	A,H,K,L,P
John Stackhouse, Walsall	A,B,D	Tim Matthews, East Sussex	A,D,M	Michael Walker, Londonderry	A,D,H,I	Steven Woolley, Norfolk	A,B,D,N,O,P
Lee Fletcher, Halifax	A,D,I	Ben George, Middlesex	A,B,N	Asger Vikan, Norway	A,B,D,I	George Ioakimidis, Greece	A,B,C,D,H,I
Myles Giles, Huddersfield	A,D,I	Andrew Squires, Harlow	A,B,M	Andrew Carrington, Pontefract	A,D,E,I	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
James McKeown, Ayr	B,D,I	Gary Azzopardi, Telford	A,B,O	Raymond Wells, Essex	A,B,F,H	Jonathan Cole, Tyne & Wear	A,B,C,D,F,H
Nader Kohbodi, Anglesey	A,D,E	M O'Driscoll	A,D,O	Ed Higgins, Essex	A,B,G,I	James Register, Surrey	A,B,C,D,F,H
Christopher Thompson, Co. Antrim	A,D,E	Michael J. Ashely Phillips, Surrey	A,B,M	Joel Radford, Australia	A,B,C,D	David Taylor, Fife	A,C,D,F,H,I
Plemis Lujnenburg, Holland	A,I,I	Jack Field, Warringham	A,F,P	Kane Dorey, Jersey	A,B,D,H	Justin Servis, Co. Roscommon	A,D,E,G,H,I
Chris Tate, Tyne & Wear	A,G,I	Jack J Tom Patterson, Shepton Mallet	A,B,F	David Dixon, Cumbria	A,D,F,G	George Roberts, Middlesex	A,D,E,H,M,N
Manolis Kalaitzake, Cork	A,D,E	Byron Spring, Kent	A,B,M	Richard Woodall, New Zealand	A,C,D,G	Nick Tavener, Suffolk	A,B,C,D,H,I
Nell Keery, Co. Down	A,B,E	Dave Wilkie, Fife	A,F,M	Martin Drew, Bognor Regis	A,D,G,I	John Brockle, Cumbria	A,B,C,D,M,N
Peter Bowden, Manchester	A,B,F	Stuart Millar, Guildford	A,H,M	David Park, Tyne & Wear	A,D,F,G	Tony Mendum, Middlesbrough	A,B,D,F,I,P
Craig Thomas, South Wales	A,G,H	Jack McCarthy, Dublin	D,E,F	James Garity, Liverpool	A,B,D,E	Billy Newing, Kent	A,D,E,G,I,M
Kari Bogdanoff, Finland	A,G,I	Niall O'Toole, Galway	A,B,E	Michael Williams, Cardiff	D,H,I,K	Gary Taylor, Essex	A,C,D,E,I,J
Donique Visser, Manchester	A,B,K	Richard Granville, Bridgend	B,I,M	Mikael Bogdanoff, Finland	A,F,I,I	Andrew Gray, Oman	A,C,D,N,O,P,R
Jim McGuinly, Cheshire	C,D,E	Carl Docksey, Staffs	A,D,O	Tom Carver, Devon	A,C,H,I	Andy Gair, Stafford	C,E,I,M,O,P,R
Mark Anthony Say, Cleveland	A,D,E	Andrew Wilkins, Isle of Wight	A,D,O	Steven Goacher, Surrey	A,B,D,H	Simon Murphy, Co. Down	A,B,D,F,O,P
Daniel Green, Cleveleys	A,C,D	Brendon Edge, Notts	A,B,C	Kevin Gurton, Kent	A,B,D,I	James Mitchell, Cumbria	A,D,F,I,O,Q
Lochlan McBride, Australia	A,D,F	Michael Arnott, Glasgow	D,E,O	David and Chris Mason, Plymouth	A,B,D,I	Janne Kaitila, Finland	A,C,D,M,N,O
Gavin Major, Worcestershire	A,B,D	Hannu-Pekkalaine, Finland	A,D,O	Scott Winterburn, Norfolk	A,D,G,I	James McDermott, Australia	A,D,F,H,M,N
Michael Lam, Southampton	A,B,I	Adan Heyes, Co. Atrium	A,F,M	Antonio V. Carmona, Spain	A,D,G,I	James Bayford, Walthamstow	A,D,F,I,O,T
Andrew Robinson, Darlington	A,B,C	Murray Purves, Southampton	A,E,G	Paul Jerome, London	A,B,C,D	Bent Egil Sumelius, Norway	A,D,E,F,I,Q
Kristof Villers, Belgium	A,D,F	John Waters, Derby	A,B,D	Gavin Cullen, Earlston	A,C,F,G		



Club 64 DIRECTORY

In association with **BEATTIES** Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

OUTPUT 64

44% ★

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



This hilarious party game works in the same way as *Chef's Luv Shack* with all your favourite characters – including Woeweise, Ginger, Smoothie and Scary Woman – competing in a series of mini games in and around a business entirely manned by chimps!

TOP TIP

Here's the answer to Haircut's questions: 1) Okay, so it can wait until Monday? 2) It can't wait until Monday anymore? 3) Can it wait until Monday or can't it?

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Armit
JD	Jonathan Nash
JM	Mark Mortlock
MH	Marcus Hawkins
TW	Tim Tucker
WO	Woeweise
ZN	Zy Nicholson
JS	James Price
JN	Jonathan Nash
JB	James Barratt
TT	Tim Tucker
ME	Mark Mortlock
JP	James Price
SJ	Steve Jarratt
AMK	Andrew McKinnon
MG	Mark Mortlock
DM	Dean Mortlock
OH	Oliver Hurley

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

- ZELDA 98%**
- MARIO 64 96%**
- TUROK 2 95%**
- GOLDENEYE 94%**
- SHADOWMAN 93%**
JET FORCE GEMINI 93%
DONKEY KONG 64 93%

UK Game releases

40 WINKS

71% ★

GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★

Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK

It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP In Match race, beat the six courses on expert to unlock *Deadly Falls*.

AERO FIGHTERS ASSAULT

58% ★

Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★

ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

68% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 26 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★

Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★

3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 16 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

AUTOMOBILI LAMBORGHINI

67% ★

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% ★

Nintendo/Rare ● £30 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% ★

3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BEETLE ADVENTURE RACING

81% ★

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% ★

GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 10 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% ★

Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP Re-enter a race after 'doing' it to race against your very own ghost.

BODY HARVEST

91% ★

Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.

BOMBERMAN 64

50% ★

Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● JW

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% ★

Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.



WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

- 1 **CARMAGEDDON** 8%
- 2 **MK MYTHOLOGIES** 9%
- 3 **AERO GAUGE** 10%
- 4 **SUPERMAN** 14%
- 5 **RAMPAGE 2** 22%



DUKE NUKEM 64

85% GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.

DUKE NUKEM ZERO HOUR

90% GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's very good.

TOP TIP Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.

EARTHBOUND JAM 3D

68% Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

EXTREME G

87% Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP Enter your name as *RA50* and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP For all the bikes enter *3GP8ZKW76ZMW* as a password.

F1 FOLE POSITION

71% Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP Select exhibition to change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.

COMMAND & CONQUER

75% Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 17 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUISIN' USA

24% Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUISIN' WORLD

38% Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

DARK RIFT

69% Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION derby

65% THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA

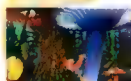


A massive adventure mode and three different vehicles. Not quite as good as MK though.

TOP TIP For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.

DONKEY KONG 64

93% Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG



It's Banjo-Kazooie+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP Find all 20 banana fairies to activate all the cheats.

DOOM 64

77% GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against Turok and GoldenEye, it looks dreadfully old hat.

DUAL HEROES

50% Bitwave/Hudson ● £21 ● 1/2 players ● controller pak ● Issue 17 ● MN

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

BUCK BUMBLE

70% Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% SCI ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the roopy camera and the 3D Castlevania delivers shocks aplenty. Spook!

CENTRE COURT TENNIS

67% Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of Super Tennis.

CHAMBERLAIN TWIST

70% Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMBERLAIN TWIST 2

55% Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% Kemco ● £35 ● 1-4 players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, Bombuzal, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the Desert Strike tradition. Top!

CLAYFIGHTER 63%

24% Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

BEST PUZZLES

Danny Comber from Glasgow sends us a letter from bonny Scotland saying, 'These are the very best puzzle games that money can buy.'

- 1  **WETRIX**
- 2  **THE NEW TETRIS**
- 3  **BUST-A-MOVE 3**
- 4  **RAT ATTACK**
- 5  **TETRISPHERE**

F1 WORLD GP 3

72% ★ Nintendo ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ expansion pak ■ Issue 32 ■ JA

There's not enough new here.

FIFA 64

39% ★ EA ■ £25 ■ 1-4 players ■ controller pak ■ Issue 2 ■ TW

Like a rash. Only not as enjoyable.

FIFA '98

83% ★ EA ■ £30 ■ 1-4 players ■ controller pak ■ Issue 10 ■ TW

There's promise here. Not perfect, but better.

FIFA '99

83% ★ EA ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 28 ■ TW

The best FIFA game yet. It's no ISS '98 though.

FIGHTERS DESTINY

86% ★ Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 13 ■ JB

 Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our Tekken.

TOP TIP Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.

FIGHTING FORCE

26% ★ Crave ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 37 ■ MG

Dreadful 3D Final Fight rip-off.

FLYING DRAGON

73% ★ Interplay ■ £40 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 27 ■ TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% ★ Acclaim ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 16 ■ MK

 A fabulous Descent-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.

F-ZERO X

91% ★ Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ JP

 The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.

GAIPI

47% ★ Konami ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% ★ Midway ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 36 ■ JB

Enjoyable update of creaky old classic. T'rifric in multiplayer, dull on your own.

GEX KEEP COVER GEXOO

22% ★ Crave ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 36 ■ MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE CIRCUS

59% ★ GT ■ £50 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% ★ Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% ★ Konami ■ £40 ■ 1/2 player ■ rumble pak ■ on cart ■ Issue 29 ■ JB

After the excellent Mystical Ninja 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% ★ Nintendo/Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 9 ■ TW

 Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67% ★ Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEAVEN

69% ★ Midway ■ £30 ■ 1-4 players ■ controller pak ■ Issue 5 ■ JB

Fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

HOLY MACK CENTURY

71% ★ Konami ■ £50 ■ 1 player ■ controller pak ■ Issue 28 ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% ★ EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 36 ■ JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% ★ Konami ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 33 ■ JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

IGGY'S BUCKIN' BALLS

56% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 18 ■ MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS FIGHTER 64

67% ★ Take 2 ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 34 ■ JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64

92% ★ Konami ■ £30 ■ 1-4 players ■ controller pak ■ Issue 3 ■ TW

 An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98


92% ★ Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 20 ■ MK

 Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.

JET FORCE GEMINI

93% ★ Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 34 ■ MK

 Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best - again.

TOP TIP You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?

KILLER INSTINCT

62% ★ Nintendo/Rare ■ £20 ■ 1/2 players ■ controller pak ■ Issue 3 ■ MH

Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

KNOCKOUT KINGS 2000

82% ★ EA ■ £30 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 35 ■ TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE**42%** Nintendo • £30 • 1/4 players • on cart • rumble pak • Issue 24 • JB

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA**98%** Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB


 Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.
TOP TIP Check out N64/24 for a guide on how to complete the first dungeon.**LEGO RACERS****70%** Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original Mario Kart clone with some nice ideas. Shame about the handling.



LODE RUNNER 3D**70%** Infogrames • £49 • 1 player • on cart • rumble pak • Issue 23 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS**91%** Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN


 Not as perfect as it could've been (it needed a level select) but another four-deforce for Shigsy.
TOP TIP Achieve gold on all levels for the four-player Tank and Expert modes.**MACE: THE DARK AGE****81%** GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64**92%** EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT


 The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to NFL 99.
TOP TIP Madden super team: at the create player screen type AT(space)Madden.**MADDEN NFL '99****88%** EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK


 This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.
TOP TIP Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.**MAGICAL TETRIS CHALLENGE****51%** Activision • £40 • 1/2 players • rumble pak • on cart • Issue 24 • JB

Contemtable attempt to update Tetris with rubbish new shapes. Avoid, please.


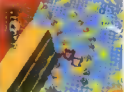
MARIO GOLF**90%** Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK


 Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.
TOP TIP Get all 108 birdie badges and play as Terminator Mario.**MARIO KART 64****91%** Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




 A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.
TOP TIP Accelerate just before the light turns green for a super-fast start.**MARIO PARTY****85%** Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN


 Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.
TOP TIP Eternal Star: complete all boards, earn 100 stars and visit the bank.**MICHAEL OWEN'S WLS 2000****84%** THQ • £15 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No ISS, mind.

MICRO MACHINES 64 TURBO**86%** Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB


 Classic multiplayer action for up to eight miniature racing fans sharing four controllers.
TOP TIP Don't take the shortcuts. Try to veer off the track and you blow up.**MILO'S ASTRO LANES****38%** Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW


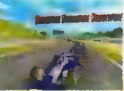
'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS**90%** Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB


 It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.
TOP TIP Check out our extensive guide in N64/12. You won't regret it. Nosiree.**MISSION: IMPOSSIBLE****75%** Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES**9%** GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX**87%** Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB


 Not as deep or complex as Paradigm's F1 WGP, but a tyre-squealingly good game all the same.
TOP TIP Remember to use your brakes on the corners!**MONSTER TRUCK MADNESS****66%** Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

MORTAL KOMBAT 4**84%** GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP


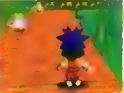
The best version of MK yet.

MORTAL KOMBAT TRILOGY**34%** GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP**71%** Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

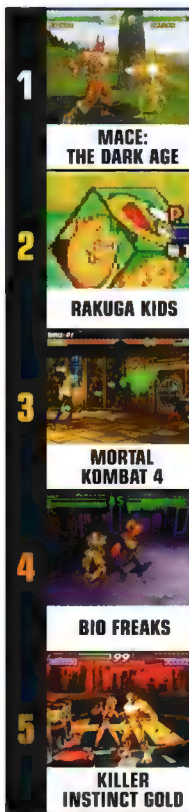
The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA**90%** Konami • £50 • 1 players • controller pak • Issue 14 • TW


 With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to Mario.
TOP TIP If you're short of coins remember the pots regenerate if you go out the room and then come back in again**NAGANO WINTER OLYMPICS****32%** Konami • £15 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

NASCAR '99**59%** EA • £40 • 1/2 players • rumble pak • controller pak • Issue 12 • MK

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

UNDERRATED FIGHTERS*'I hate it when people say the N64 hasn't got any good fighters,' trumpets Robbie Hart from Down Under. 'It has! Just get a look at these...'*

ADULTS ONLY

'Who says the N64 can only do kiddie games?' squeals Brian Lector from Plymouth. 'Here's five games that'll have you running to your Mummy!'

- 1 SHADOWMAN
- 2 RESIDENT EVIL 2
- 3 RAINBOW SIX
- 4 QUAKE II
- 5 TUROK 2



NBA COURTSIDE

90% ★ Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK

  Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP Hold L while selecting a pre-season game to access the secret teams.

NBA HANGTIME

52% ★ GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA JAM '99

83% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not quite up to the standard of NBA Courtside.

NBA JAM 2000

80% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA PRO '98

71% ★ Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NHL PRO '99

52% ★ Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based hockey.



NBA PRO '99

52% ★ Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ



87% ★ GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK

  Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP At the Matchup screen, tap in 2-0-3-Right for Big Head mode.

NFL QUARTERBACK CLUB '98

86% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

  It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists.

TOP TIP Check out our five-page guide to Yank-thrashing In **NFL97**.

NFL QBC '99

90% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

  Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.

NFL QBC 2000

60% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99

74% ★ EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy Wayne Gretzky instead.

NHL BREAKAWAY

62% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. Gretzky's better.

NHL BREAKAWAY '99

64% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch Gretzky.

OLYMPIC HOCKEY

60% ★ EA ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

FAFEROY

62% ★ Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.



PENNY RACERS

58% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

PILOTWINGS 64

89% ★ Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW

  A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

PREMIER MANAGER 64

82% ★ Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.



QUAKE 64

79% ★ GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% ★ Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG

  The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP For extra costume colours enter 537C 00LC 0L0R 5777 as a password.

RAINBOW SIX

87% ★ Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW

  Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.

RAINBOW HITS

80% ★ Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 27 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TONE

54% ★ GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% ★ Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAY ATTACK

70% ★ Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% ★ Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par Mario clone.

BIGGEST!

Katrina Smart from Mark's home town Cheltenham lists the five games that have taken her longest to complete. In descending order...

- 1 **TUROK 2**
- 2 **ZELDA 64**
- 3 **MARIO 64**
- 4 **SHADOWMAN**
- 5 **JET FORCE GEMINI**

READY 2 RUMBLE

81% ⬆️ Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% ⬆️ Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP Kill the zombie near the police station for extra costumes.

RE-VOLT

73% ⬆️ Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average.

ROAD RASH 64

68% ⬆️ THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% ⬆️ Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

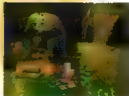
ROBOTRON 64

75% ⬆️ GT • £50 • 1/2 players • controller pak • Issue 12 • JH

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% ⬆️ Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP Collect Tinker Tokens and Tinker will give you new special abilities.

ROGUE SQUADRON

85% ⬆️ Lucas Arts • £50 • 1 player • cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!

RUGRATS TREASURE HUNT

48% ⬆️ THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • MG

Dire rip-off of Mario Party. Crud.

RUSH 2 EXTREME RACING USA

73% ⬆️ GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO PUSH

82% ⬆️ GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% ⬆️ Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

SHADOWGATE 64

43% ⬆️ Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% ⬆️ Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.

SHADOWS OF THE EMPIRE

78% ⬆️ Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

SILICON VALLEY

91% ⬆️ Take 2 • £50 • 1 player • on cart • Issue 22 • MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!

SOUTH PAIR

73% ⬆️ Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

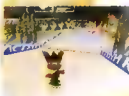
SOUTH PARK: CHIEF'S LUV BRACK

83% ⬆️ Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing Mario Party rip-off with ace mini games. Shortlived but fun.

SNOWBOARD KIDS

86% ⬆️ Nintendo/Atari • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

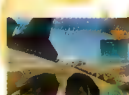
STARSHOT SPACE CIRCUS FEVER

68% ⬆️ Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by Banjo.

STAR WARS EPISODE 1: RACER

88% ⬆️ Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.

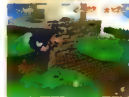
SUPERMAN

14% ⬆️ Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Staggeringly inept, Superman is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% ⬆️ Nintendo • £50 • 1 player • on cart • Issue 1 • ZH

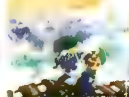


Everything that's made previous Mario titles great, fleshed out into 3D. Second only to Zelda.

TOP TIP Slideflip and press A and B at the same time to make Mario belly flop.

SUPER SMASH BROS

90% ⬆️ Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platformer beat-'em-up. Smasher.

TOP TIP To pull off the super-useful Triple Jump, press Up twice, then Up and B.

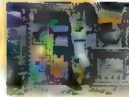
TETRISPHORE

69% ⬆️ Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% ⬆️ Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK



At last! The definitive non-GB Tetris game. Superb music, ace four-player ents.

TOP TIP Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.

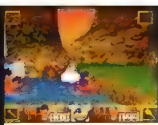
TONIC TROUBLE

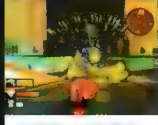
55% ⬆️ Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG


Occasionally fun, but more often dull and remarkably uninspired 3D platformer.


NEXT GEN


Continuing our wish list for Dolphin, Tom Stewart takes the bull by the horns and slaps together five games he'd love to play on DVD.

- 

1 **MYSTICAL NINJA**
RETURN OF THE STAGE PLAN
- 

2 **BODY HARVEST**
INTERSTELLAR
- 

3 **EXTREME G**
RECKLESS
- 

4 **DONKEY KONG**
DOLPHIN EDITION
- 

5 **CASTLEVANIA**
VAMPIRE'S KISS

TOP GEAR RALLY

86% ★ Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP Complete game 'seasons' to earn (In order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.

TOP GEAR OVERDRIVE

79% ★ Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TUROK DINOSAUR HUNTER

91% ★ Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP • Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGCRTDTRK for all cheats.

TUROK 2 SEEDS OF EVIL

95% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.

TUROK: RAGE WARS

87% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG



The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP Search lava pits for goodies. Keep an eye on your health, though.

TWISTED EDGE

60% ★ Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIRTUAL POOL 64

77% ★ Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

VIGILANTE 8

74% ★ Activision ● £40 ● 1/4 players ● controller pak ● expansion pak ● Issue 21 ● JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

V-RALLY 99

90% ★ Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP Score 100% in Arcade mode to get access to two sets of secret cars.

WAIWAI CLUB GOLF

49% ★ Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAK GUNS

46% ★ GT ● £25 ● 1/2 players ● Mu backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% ★ Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.

TOP TIP To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with Issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% ★ GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, Gretzky is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% ★ GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW BATTLEM

78% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/WWO REVENGE

75% ★ THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NEW WORLD TOUR

70% ★ THQ ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

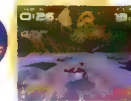
WEETLE

74% ★ Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% ★ Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WORLD CUP '96

73% ★ EA ● £40 ● 1/4 players ● Controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER CHAMPIONSHIP

91% ★ Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 33 ● JB

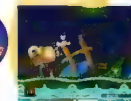


It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.

WORMS ARMAGEDDON

85% ★ Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK



A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP Complete the training and one-player missions to access brand new multiplayer options.

WWF ATTITUDE

88% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode - it's hilarious.

TOP TIP For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.

WWF WARZONE

85% ★ Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

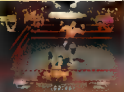


A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

WWF WRESTLEMANIA 1998

90% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● DH

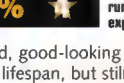


The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP When you pick up a weapon, slide back into the ring to keep it.

XENA WARRIOR PRINCESS

81% ★ Titus ● £25 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG



Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still...

YOSHI'S STORY

86% ★ Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the 'Y'.

Import releases
(not yet released in UK)

- 61 9-SUNS** ● 96% ★ ● Bottom Up ● 1/2 players ● Issue 11 ● ME
- AIR BOARDER 64** ● 67% ★ ● Human ● 1/2 players ● Issue 16 ● TW
- A BUG'S LIFE** ● 62% ★ ● Activision ● 1 player ● Issue 31 ● JB
- AUGUSTA MASTERS '98** ● 40% ★ ● T&E ● 1-4 players ● Issue 14 ● JP
- BANGAIO** ● 84% ★ ● Treasure ● 1 player ● Issue 36 ● MK
- BOMBERMAN D-DAMAN** ● 23% ★ ● Hudson ● 1 player ● Issue 20 ● JP
- BOTTOM OF THE NINTH** ● 44% ★ ● Konami ● 1/2 players ● Issue 30 ● TW
- CHORO Q 64** ● 56% ★ ● Takara ● 1-4 players ● Issue 20 ● MK
- DENRYU IRA IRA BOU** ● 65% ★ ● Hudson ● 1/2 players ● Issue 12 ● JN
- DEZAEMON 3D** ● 82% ★ ● Namco ● 1-4 players ● Issue 19 ● MK
- DORAEMON** ● 60% ★ ● Epoch ● 1 player ● Issue 2 ● TW

- DORAEMON 2** ● 52% ★ ● Epoch ● 1 player ● Issue 2 ● JB
- F-COP MANIA** ● 85% ★ ● Imagineer ● 1/2 players ● Issue 24 ● JB
- FAMISTA 64** ● 68% ★ ● Namco ● 1-4 players ● Issue 11 ● TW
- FOX COLLEGE HOOPS** ● 25% ★ ● Fox Interactive ● 1/2 players ● Issue 26 ● TW
- GET A LOVE PANDA LOVE UNIT** ● 77% ★ ● Hudson ● 1 player ● Issue 25 ● TW
- GLORY OF ST. ANDREWS** ● 58% ★ ● Seta ● 1-4 players ● Issue 1 ● TW
- GOLDEN NUGGET** ● 52% ★ ● EA ● 1-4 players ● Issue 20 ● TW
- HARVEST MOON 2** ● 82% ★ ● Pack In Soft ● 1 player ● Issue 28 ● MK
- JANGOU SIM MAH JONG 64** ● 69% ★ ● Video System ● 1 player ● Issue 7 ● JD
- J-LEAGUE DYNAMITE SOCCER** ● 66% ★ ● Imagineer ● 1-4 players ● Issue 8 ● TW
- J-LEAGUE ELIVEN BEAT** ● 52% ★ ● Hudson ● 1/2 players ● Issue 10 ● TW
- J-LEAGUE PERFECT STRIKER** ● 89% ★ ● Konami ● 1-4 players ● Issue 1 ● TW
- J-LEAGUE PERFECT STRIKER 2** ● 90% ★ ● Konami ● 1-4 players ● Issue 32 ● TW
- JEOPARDY!** ● 9% ★ ● Take 2 ● 1-3 players ● Issue 16 ● MK
- JIKKYOU WORLD CUP '98** ● 91% ★ ● Konami ● 1-4 players ● Issue 22 ● TW
- KING OF PRO BASEBALL** ● 68% ★ ● Imagineer ● 1-4 players ● Issue 1 ● TW
- KIRATTO KAIKETSU** ● 60% ★ ● Imagineer ● 1-4 players ● Issue 25 ● TW
- LAST LEGION UX** ● 60% ★ ● Hudson ● 1/2 players ● Issue 32 ● MK
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- NIGHTMARE CREATURES** ● 57% ★ ● Activision ● 1 player ● Issue 25 ● MK
- OGRE BATTLE 3** ● 61% ★ ● Quest ● 1 player ● Issue 34 ● MG

- PACHINKO WORLD 64** ● 12% ★ ● Hewia ● 1 player ● Issue 13 ● TW
- PIKACHU GENKI DECHU** ● 75% ★ ● Nintendo ● 1 player ● Issue 25 ● ME
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- POWER PRO BASEBALL 5** ● 78% ★ ● Konami ● 1/2 players ● Issue 17 ● MK
- PUYO PUYO SUN 64** ● 80% ★ ● Compile ● 1/2 players ● Issue 10 ● ZN
- PIKACHU GENKI DECHU** ● 75% ★ ● Nintendo ● 1 player ● Issue 25 ● ME
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- TETRIS 64** ● 42% ★ ● Sega ● 1-4 players ● Issue 26 ● JA
- TOKON ROAD** ● 49% ★ ● Hudson ● 1-4 players ● Issue 12 ● DM
- TOY STORY 2** ● 71% ★ ● Activision ● 1 player ● Issue 37 ● JB
- TRIPLE PLAY 2000** ● 50% ★ ● EA ● 1-4 players ● Issue 29 ● MG
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IMPORT-TASTIC!

NTSC-owner Colin Reilly says, 'I know there's only a few importers among your readers but, for the record, here's my best ever import buys.'

- 1  **WINBACK**
- 2  **POKEMON SNAP**
- 3  **OGRE BATTLE 3**
- 4  **PERFECT STRIKER**
- 5  **HARVEST MOON 2**

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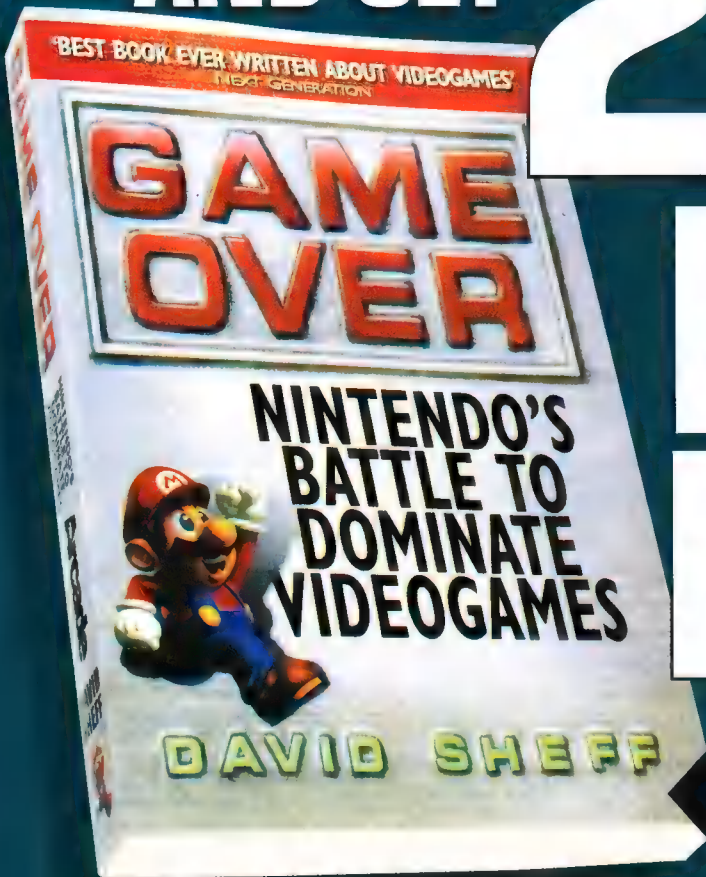
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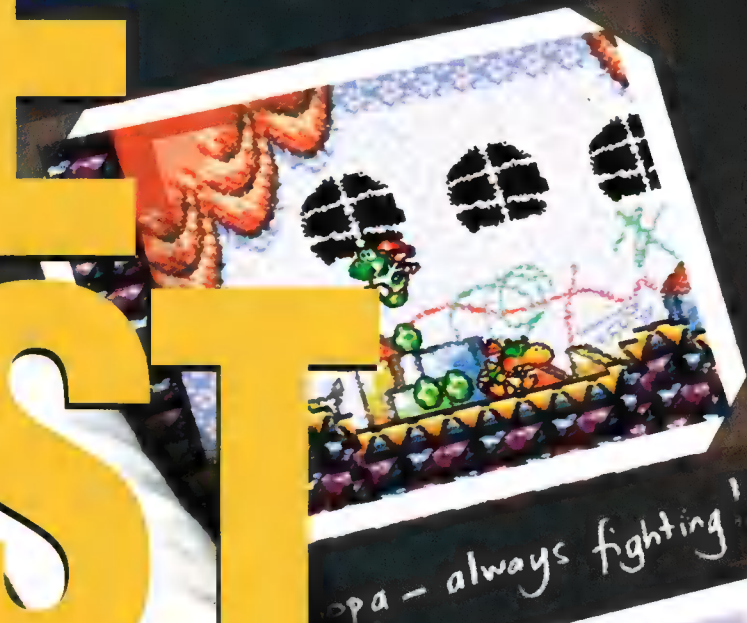
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THE PAST SHOW



By Mark Green

The games that Nintendo don't want you to see...

The past comes back to haunt everyone sooner or later. Whether it's the seedy secrets of a top pop star being splashed all over the tabloid front pages, or even your best friend finally uncovering that 'harmless' little white lie you told aeons ago, skeletons are diving out of cupboards all over the place.

Nintendo, on the other hand, keep the secret histories of their games

heroes and heroines very closely guarded. The Big N have brushed several of their most misjudged titles neatly under the carpet, leading millions of people to believe that characters such as Mario, Link, Wario and Yoshi have enjoyed an unbroken run of superb games since they were first conceived.

Which is where we come in. Want to take a peek in that filed-away photo album? Of course you do...



Our little hero

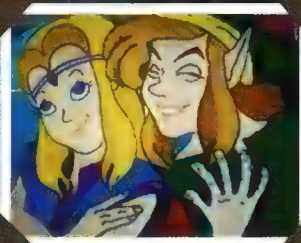


LINK

The Faces of Evil

Format: Philips CD-I
Date: 1992

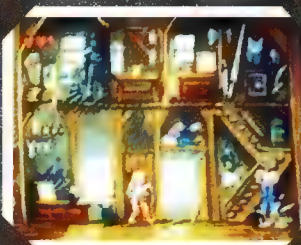
Why it happened: A doomed deal between Nintendo and Philips led to three *Zelda* games for Philips' own CD-I console. **Why it hurt:** Painfully average 2D platforming, with sluggish controls and horrifyingly linear puzzles. Philips exploited the CD format with a collection of substandard animated cut scenes where Link and Zelda pranced about like sassy, all-American high school kids – including a painful moment where Link kicked his heels and complained that ‘peace in the Kingdom is boring’. Probably the only game to make Shigsy shed real tears.



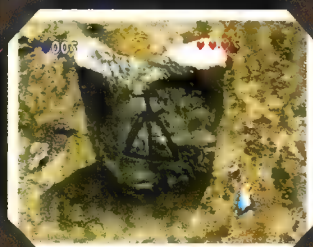
Wand of Gamelon

Format: Philips CD-I
Date: 1992

Why it happened: Another hateful addition to the CD-I's *Zelda* catalogue from the clueless Philips camp. **Why it hurt:** Tedious left-to-right running, slashing and puzzling, almost indistinguishable from *Faces Of Evil*. Once again, the cut scenes were awful – in one, the Triforce looked like one of those triangular chocolates in Quality Street. *The Wand Of*



Gamelon's only innovation was that, with Link and the King having lost themselves in the forest, Zelda herself was the heroine. Support for women's lib? Think again – just before the Princess set off on her dangerous quest, she blubbed like a newborn baby.



Zelda's Adventure

Format: Philips CD-I
Date: 1993

Why it happened: The last in Philips' woeiful trilogy of CD-I *Zelda* titles. Nintendo and Philips haven't spoken to each other since. **Why it hurt:** Link was captured again, putting Zelda back in the starring role. Philips' dimwitted developers finally adopted the traditional top-down view, but digitised versions of real-life characters replaced the cartoons of the last two games, so players were treated to a *Zelda* played by an actress in a second-hand 'Alice In Wonderland' costume. To top it all, the game world (which loaded from CD at a snail's pace) was set in 'Toleniac' – Ha! Camelot spell backwards! Huh.



GO!
GO!



MARIO

Dr Mario

Format: NES/Gameboy
Date: 1990

Why it happened: The staggering popularity of Tetris led to every developer trying to better it with disastrous consequences.

Why it hurts: It's trying so hard not to be Tetris with nifty visuals including coloured blocks, and a dumbed-up Mario throwing ailments into the arena, but it is Tetris with only sparkier visuals and a troop of floating bugs to recommend it.

The option to match the music type from 'Fever in 'Chill' was rather smart, but Dr Mario's main contribution to society was teaching a generation of gamers that swallowing millions of pills is a surefire cold remedy.



Mario Teaches Typing

Format: PC
Date: 1991

Why it happened: Kids tried to learn to type in this.

Why it hurts: A traditional Super Mario Brothers-style platformer, but with accurate keypresses used to guide Mario in place of keypad jabs. Mario and his surroundings were given an unnecessary graphical 'sheen' for hard to please PC owners, and the 'levels' were sorely lacking in action, featuring endless block hammering and koopa-tapping. It did the job but it was irritating to have Mario only partially under your control.



Hotel Mario

Format: Philips CD-I, Date: 1992

Why it happened: Along with their three Zelda titles, Philips got permission to create a Mario game for CD-I. Mistake.

Why it hurts: For Hotel Mario, Bowser put his Koopaings in charge of the hotel. The Mad King of Nintendo's special hotel. He made off with Princess Peach, too, leading Mario to the battle across a series of 17 floors with all the familiar baddies, including Banzaitee, Wigglers and, er, Pat the Bat. Philips thought they knew better than Shiggy once again, rather than a traditional platform format, Hotel Mario had the plumber wandering in and out of doors in a single-screen world. No wonder the CD-I went belly up.



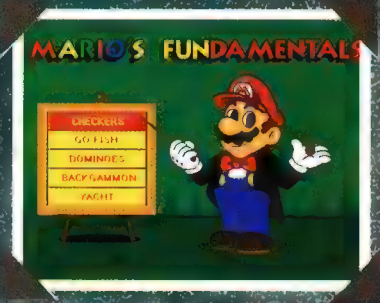
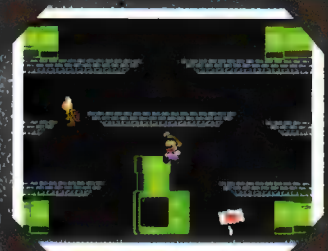
Mario's Time Machine

Format: SNES/NES/PC
Date: 1993

Why it happened: Nintendo's usual publisher Mario to developer Software Toolworks would pay developers. Wrong.

Why it hurts: The sequel to Mario Is Missing (and, in a way, a poor 'edutainment' title trying to combine Mario-style platforming with a lesson in historical artefacts. When the developers weren't making vendors from Super Mario World, they were learning poor portables of DK and Koopa on museum walls, or trying to pass off an

level of Mario Bros as an actual new game. Developers Software Toolworks later became Mindscape, purveyors of such 'quality' titles as Ret Attack.



Mario's FUNdamentals

Format: PC, Date: 1994

Why it happened: Nintendo, drunk on Mario's popularity, sold off the license to all sorts of second-rate developers.

Why it hurts: Interested in playing dominoes or draughts on your PC? Thought not. Especially with Mario pestering you with irritating phrases like "I'm wabbiting" and every move you make on the board supported by clunky, sluggish controls and primitive visuals. The developers seemed more concerned with the box than the game. We worked with several focus groups to discover packages for business. That's good then.

Mario's Early Years

Format: PC, Date: 1994

Why it happened: An attempt to get kiddies' attention by plastering Mario's face on patronising educational nonsense.

Why it hurts: This package, FirstSchool Fun, Fun With Letters and Fun With Numbers was aimed at keeping kids out of rooms' fiats. But children were bored rigid by the tedious rote learning. As the Ohio Department of Education reported, 'Mario's Early Years makes learners passive recipients of information aimed at contented "programmers"'. So there you are.



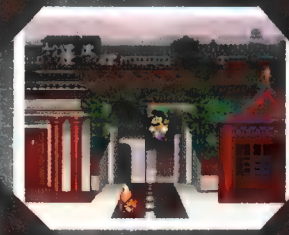
LUIGI

Mario Is Missing

Format: SNES/NES/PC
Date: 1993

Why it happened: The early '90s trend for 'edutainment' led Nintendo stars to feature in several poor kids' titles.

Why it hurts: From the same stable as Mario's Time Machine, the Software Toolworks title featured Luigi's hunt for his kidnapped brother. Luigi's penetrative Sherlock-like methods involved climbing down sewer pipes and slapping on innocent turtles, wasting thousands of pounds travelling the world. Lots of visuals robbed from Shiggy's Super Mario World, plenty of geographical info for kids, but with Luigi skipping down the middle of busy city roads, its 'educational' role was questionable.



Mario Bros

Format: Arcade, Date: 1983

Why it happened: Back when Luigi and Mario were still humble pipe-fitters, Shiggy came up with this two-player koopa-fest.

Why it hurts: Before the brothers officially became 'Super', they spent their days leaping over fireballs and stamping on turtles in this archaic platformer. The two-player was actually fun for a while - mainly because you could stomp on your brother's becapped hump - but, oh, you had Mario Bros was a tremendously repetitive case of flapping koopas onto their shells and kicking them to an early grave. In fact, the crippling merit -



which saw Luigi slipping off the end of platforms like a well-oiled penny-farthing, brushed most players off within minutes.



YOSHI

Yoshi
Format: NES
Date: 1992

Why it happened: Nintendo were still in the hunt for a success of Tetris proportions, so they trotted out this uninspiring mess.

Why it hurts: Just about the most boring puzzle game ever made. Pairs of Nintendo characters fell from the top of the screen, while Mario used his increasingly aching arms to switch 'plates' at the bottom and catch them up. The odd appearance by little baby Yoshis couldn't make it any more exciting than an ugly, painfully slow version of 'Snap'. Trying to convince the sceptical shop assistant that you were returning Yoshi as an unwanted present was about the most exciting part of the game.



Yoshi's Safari

Format: SNES, Date: 1993

Why it happened: With the SNES Super Scope gun dominant, this was Nintendo's killer app big-name game.

Why it hurts: Games are meant as a relaxing hobby - Yoshi's Safari asked you to strap a giant plastic bazooka to your shoulder and smile through the pain. Okay, so riding Yoshi through the jungle was undeniably pleasurable, and all the regular Mario villains put in a pleasingly chunky appearance, but the game came to an abrupt end after approximately 20 minutes of bloodying up Koopas and Sky Guys. As it turned out, players gained most enjoyment from gleefully taking pot shots at the back of Yoshi's little head.



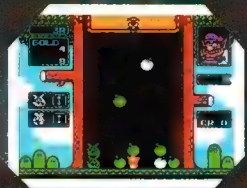
WARIO

Wario's Woods

Format: SNES/NES/Game Boy
Date: 1992

Why it happened: Another half-hearted attempt to better Tetris. This time, Mario refused to star.

Why it hurts: Nintendo ignored the golden rule of puzzlers - keep it simple. Fairies, crows, dinosaurs, bombs, rabbits, little Toad and Wario himself all combined to create a mind-adding Tetris-esque puzzle game, with the only bonus being the sight of an increasingly excited Wario cackling away in the corner of the screen. The responsive controls and cute retro backgrounds worked, but Wario's Woods was just too confusing - we gave up shortly after the bomb's proximity to the crow's sawtooth vibrating bunny denied us a yellow circle combo.



Mario & Wario

Format: SNES
Date: 1992

Why it happened: Nintendo regarded Pygnosis' Lemmings with envious eyes. Shiny had surely, they drew up their plans against it.

Why it hurts: Mario had a bucket dropped on his head by Wario, and it was your job to prevent him stumbling into lethal spikes by creating and dissolving blocks. Mario proved himself the dupe of the fairy by not simply hitting the bucket off his head, and Nintendo's level designers were ambushed on holiday when the game's repetitive, boring 'creaks' were created. The cartoony, sub-ME visuals and the world's worst bonus stage (smack Wario on the head with a Kirby's wand, over and over again) helped in Mario & Wario's downfall.

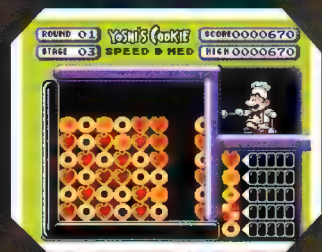
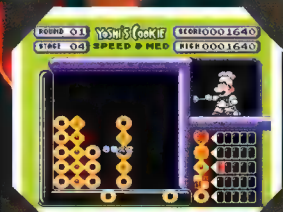


Yoshi's Cookie

Format: NES/SNES
Date: 1993

Why it happened: Nintendo just wouldn't let the Tetris thing lie; cue yet another thinly disguised console rip-off.

Why it hurts: Noooo! Not another tedious Tetris clone. The cookies in question came spilling onto the screen from the top and right, requiring you to see them off by rotating rows and columns to match them up. Playing with biscuits rather than bricks made for a whole heap of eye strain, and, with no obvious tactics, it was easy to spend hours tapped subbing on the second stage. Still, worth the admission price for the sight of little Mario in a chef's outfit, and Yoshi's dismembered head tottering onto the screen as a 'special bonus'.



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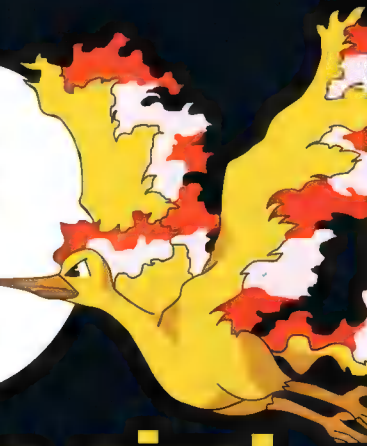
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Next month, we've got something so secret we can't even talk about it for fear of anyone finding out what it is. It's completely exclusive to N64, it's the most exciting thing to happen to Nintendo in years, and it's inside the very next issue. Don't you dare miss out...

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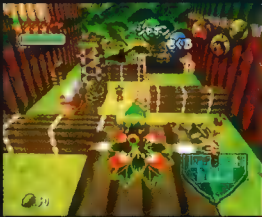
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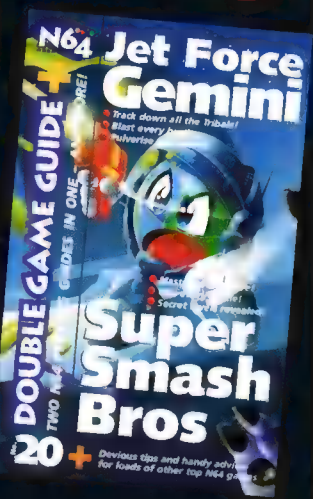
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A personal journey into the world of exceptional N64 games that have passed without as much as a whimper. This month, the underrated...

Wipeout 64

with Jes Bickham



If there's one game that defines the PlayStation – aside from, say, *Tekken* or *Gran Turismo* – it's *Wipeout*. So it was something of a coup when *Wipeout 64* – developed by original coders Psygnosis – hit the N64 in November 1998. And if it was *Wipeout* you were looking for, this was the best version yet.

Far better than the original – and the 2097 variety – Psygnosis made a concerted attempt to offer something tailored to the technical superiority of the N64. Granted, *Wipeout 64* featured the same weapons (along with some spangly craft-specific extras) and the same vehicles, but the track design was more fiendish, it was silky smooth and *incredibly* fast. The addition of some splendidly

implemented analogue control made piloting the games' floaty hover-things a joy and, perhaps most importantly, it was dead hard, plunging you straight into the evil Klies Bridge and getting progressively tougher. A real challenge and no mistake.

There were faults, of course: the game had horrendous pop-up in places, although the detail of the tracks and the game's smoothness helped you ignore it; the air-brakes required



either scraped along it showering sparks behind you, or, more often than not, stopped dead – very annoying and something that *still* hasn't been fixed in *Wipeout 3*.

Even so, the way you could use the ships to bomb over a corner, shaving valuable seconds off your time, was a neat touch.

In the end, *Wipeout 64* is simply very good. Whether you find fault with it really depends on how much of a *Wipeout* fan you are – the series was always a triumph of style over substance, hence *Wipeout* (in all its forms) paling in comparison with the mighty *F-Zero X*, a future racer that bleeds brilliance on every level. And while *Wipeout 64* may have since been superseded by Sony's own *Wipeout 3*, *Wipeout 3* doesn't have a four-player mode, does it? No sir, it doesn't.

months of practice to be used with any degree of success; and hitting a wall meant you



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